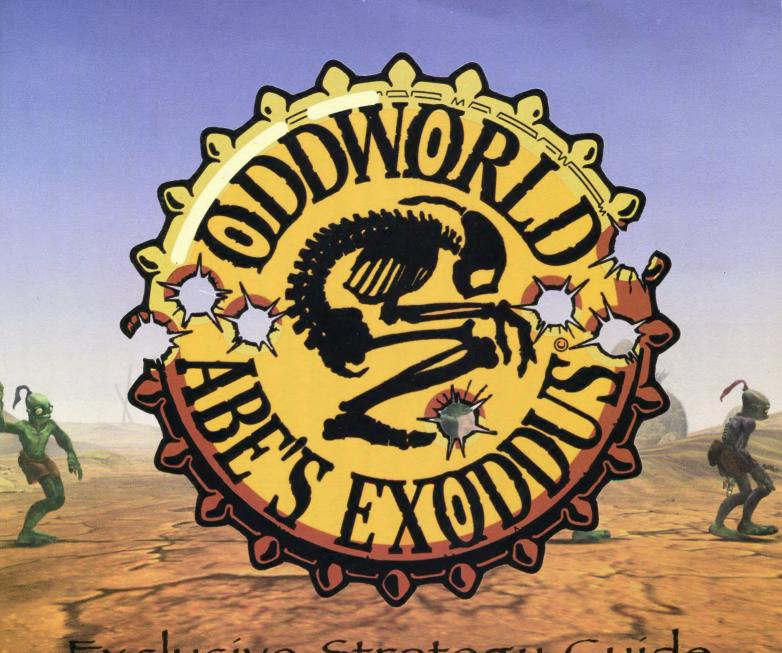
THE OFFICIAL STRATEGY GUIDE Covers PlayStation and PC MENTS: SOULS? Rusel DeMaria ODDWORLD INHABITANTS" GT Interactive Software





Exclusive Strategy Guide



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A Brief Introduction

For those who played Abe's Oddysee, this game is a treat. It is also more than twice as big. For those of you who didn't play the first Oddventure, go get it! This book attempts to guide you through the whole Exoddus, Abe's most dangerous and challenging journey yet. However, there are often many ways to get through an area, and we have tried to identify the best one. You may discover some new strategy or an alternate way of playing that you like best. We hope you will use this book as a guide only, and explore and try to figure out how to survive on your own.

Secret Areas

There are many secret areas in Abe's Exoddus. They are always identified by the presence of green bottles somewhere in the area that leads to them. We have placed secret area strategies at the end of each level chapter so we don't ruin your fun in trying to find them and defeat the nasty Glukkon minions that have your Mudokon brothers imprisoned.



4 CHAPOTALECEPTACHUS

Too many to mention, but here goes:
Lorne and Sherry, of course. Without them, there'd be no
Oddworld. Frank Slmon, a man among Mudokons. Awesome
gamers: Michael Madden, Mark Simon, Chris Ulm, Jeff Brown,
Kevin 'Doody' Novoa. Art and all kinds of support: Cathy Johnson,
Leslie Mills, Eric Yiskis, Patrick 'Kimo' Yoshida. For keeping a cool
head, Michael Koch and Shel Mann. For editing and friendship
when needed, Rebecca Hines. And, as always, for my son, Max.

About the Author

Rusel DeMaria has stopped counting the strategy guides he's written, but there's more than one for every year he's been alive. As a game designer, speaker and industry analyst, he feels that Oddworld and Abe are special projects. He feels privileged to be involved.

DART ONE what you NEED TO know

Nasty, nasty Glukkons. Make brew from innocent Mudokon bones. Since you destroyed RuptureFarms, Abe, they are getting bones from Necrum – the sacred grave-yard of the Mudokons – and the spirits of your ancestors can't rest.

Stop Them, Abe!



Look Out!

Bet you'd like to know the future. Well, here's part of yours...

PEATING ANN ...
UPPER JAW STEEL
UP... EXTREMELY
MICH LIKE A SUAKE
ABICITY TO UNHIN
TIS JAW TO TAKE I
LARGE PERY



Sligs

Abe, your old enemies, the Sligs are everywhere you go. Don't get in their line of fire. Possess them if you can.

Flying Sligs

Considered to be the elite of the Slig forces, these Sligs trade in their pants and guns for grenades and flying machines, although lack of training has made them not the greatest of pilots. They can come in quite handy once possessed.



Crawling Sligs

Normally brutal enforcers of the Glukkon will, Sligs without their pants become cowardly worms, victims to even the lowliest Mudokon.

Speaking with Sligs

Triangle Hi (1) S'mo BS (5)
Circle Freeze! (3) BS (6)
X Git 'im! (4) Help! (7)
Square Here boy! (2) Laugh (8)

*numbers in parentheses represent PC controls.





Slobbering doggies! What vicious critters. They'll pursue you no matter what. Can be made to obey Slig commands, though.

Sloggies

Slog puppies. Need we say more. Take after their parents, only smaller. A good leap can clear a Sloggie, but standing still is to become puppy chow.

Fleeches sting og model

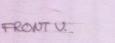
ARZAD

Fleeches are one of the nastiest creatures and you've ever encountered. Fast, relentless as Slogs, and with voracious appetites and whip-like tongues that can gobble you up whole if they hit you a few times – five, more or less. They can climb and will follow you almost everywhere. You'll have to be smarter than they are – not too difficult – and very quick!

Slurgs

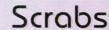
Slurgs are little black, crawling smudges beneath your feet that scream when you step on them. They can't hurt you, but their screams will alert the almost inevitable Fleeches in the area. You can use possessed Paramites and Scrabs to elminate Slurgs.











Because they run faster than you, Scrabs will eat you for lunch or dinner at a moment's notice. However, they will attack another Scrab in the same area, ignoring you and just about anything. Scrabs don't like Fleeches, either (who does?), and you can use possessed Scrabs to get rid of Fleeches. When depossessed, Scrabs simply go about their business as if nothing happened.

Possessing Scrabs

Whirl Power
Howl

Run

Forward Jump Attack

WhirlWind Attack

+ Triangle (1)

L1 + Square (2)

Just like Abe Just like Abe

Triangle (Spacebar)

Square (Ctrl)

X (1) (after Howl)

*numbers in parentheses represent Pt controls (N

Paramites

Paramites when encountered alone will keep their distance. Just don't corner one. But if two or more are in the same area, look out! They turn feral – and hungry. You've learned to possess Paraamites now, Abe. Use them to pull rings and to do other important work – like eating Fleeches whenever possible. When depossessed, Paramites simply return to their business without suffering harm.

Possessing Paramites

Walk Just	like Abe	1/4/4		<u>L2 +</u>
Run Just			Howdy (1)	All a ya! (6)
Jump*	Triangle (Spacebar)	Circle	Do it! (4)	
Fat Dow	n	X	Stay (2)	Attack (5)

Climb Web Up/Down Square C'mon (3)

*Jump to pull rings and on and off webs.

*numbers in parentheses represent PC controls.

Greeters

Greeters are mechanized mobile marketing/advertising robots. They're harmless unless you blunder into their motion-detection beam. Then they turn into electrical assassins. Watch out!

Glukkons

FRONT

The bosses! They're in charge – or at least so they think. They can't imagine that a lowly slave like you could bring down their empire. Time to prove them wrong. When you

get the chance, possess a Glukkon and have it order the Sligs around. This is the key to

your ultimate success, Abe!

Possessing Glukkons

HOLLOWS.

Triangle Hey! (1)

Circle

Do it! (4)

X

Stay (2)

Square

Commere (3)

Laugh (8)

*numbers in parentheses represent PC controls.

Glukkons can walk or jump the same as Abe, but that's about all. What do expect from nasty creatures who walk around on their hands?





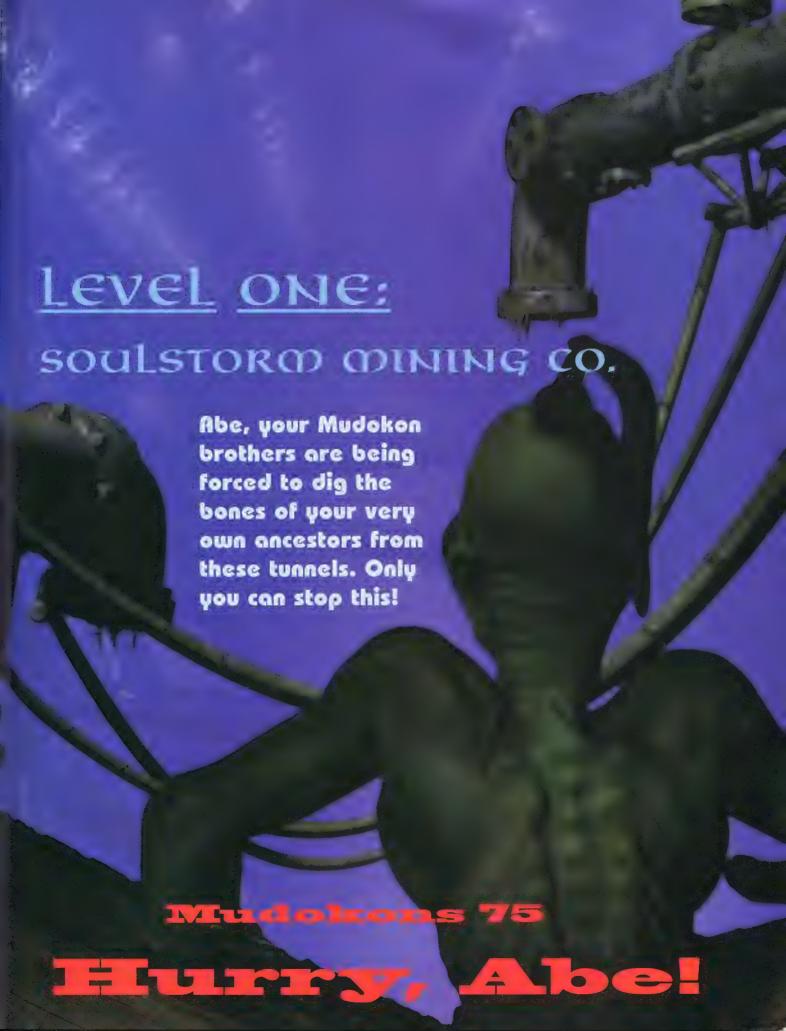


Getting Ready to Go...

Hey Abe, this is no walk in the park. Here's what you have to practice:

- · Get good at the run/jump skill.
- · Likewise, practice your run/roll ability.
- · And your skill at throwing things.
- · Sneak past sleeping enemies, and, especially, let sleeping Fleeches lie.
- Rolling lets you stop on a dime. And it really gets Mudokons who are following you going, too.
- · Slap a Slig! It can buy you time...
- · Learn to disarm bombs and avoid mines, but invite your enemies to enjoy an explosive moment.
- · Lurk in the shadows, Abe, and they won't see you.
- · Use your powers and chant to possess enemies. Destroy Chant Suppressors whenever possible.
- Use possessed enemies to kill other enemies and to operate some levers and rings.
- · Listen, Abe. Sounds can tell you when someone is near.
- If you drink Brew, don't stand too long next to your own farts! Possess them!
- · Learn to hold a grenade for a five-count, then throw for maximum control.
- Want to move a Mudokon? Just fart next to him. He'll move!







Mines 1

Evil Glukkons are mining Mudokon bones for brew, it has to stop. This is where you begin your journey.



MIP01C04

Run to the right.

Wait! Check out the secret area. To find it, climb down behind the mine car full of bones. See Mines Secret 1 at the end of this chapter.

Note: Secret Areas are explained at the end of each chapter.



MIPOICO5

Nothing to do here right now. Walk to the gap and lower to the next area.



Drop to the bottom and roll to the right.



MIPOIC26



Read the Story Stone and follow the directions on the screen to make your way to the ledge in the upper left of the area and hoist yourself up.

MIPOICO6



Hmm. A bird ring and a barrier. Does this suggest anything? Try chanting and see what happens. Once the barrier is gone, proceed...



MIPOICO7

This time, you do the work. Stand in front of the wheel valve and press Up on the D-pad to open the barrier. The Mudokon is unhappy, so say say, "Sorry" (L2 + O) to make him feel better.

SOULSTORM BREW

MIPOICOS

Chant here to open the bird portal and free the Mudokon.

MIPOIC32

When you open the barrier this time, the two Mudokons will breathe the laughing gas and get goofy. Lead them to the right, away from the gas.



MIPOIC33

You need to slap (L2 + X) each Mudokon once to wake them up. They'll be normal after that.

Continue to the right.

MIPOIC34

With the two Mudokons lined up in front of the two wheel valves, tell them to work and the barrier to the right will open. Continue to the right with the Mudokons following.



If you slap Mudokons too many times, they become angry. Then you have to tickle them and say you're sorry (L2 + O) or they won't do what you say.



Soulstorn Minin



Chant to free the two Mudokons, then climb over the ledge and use the lift to go up to a new area.



MIPOIC24

Keep going up till you reach the top. Then...

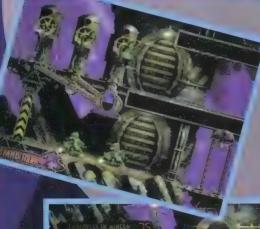
MIPOICIS

Nowhere to go but right



MIP01C21

If you want to avoid gassing the Mudokons above, tell them to follow you to C20, make them wait there, and then go pull the lever and enter the doorway at the bottom. Return to the Mudokons and get them to follow you back through C19. Be sure to sneak past the Slig this time. The Mudokons will sneak with you.



MIPOICIS

Use the two Mudokons to operate the wheel valves and open the doorways. Go below and pull the ring to release the barrier, then move back to C17.



MIPOICI7

Chant here and the four Mudokons in C18 will escape through the portals. Now climb down the ledge.

To sneak, hold the R2 button as you walk. Always start sneaking on the previous screen – in this case C20.



MIPOIC23

Climb down again.

MIPO1C34

Look familiar? It should. You've been here before. Sneak into the next area to the left.

MIPOIC33

Hide in the shadows, and when the Slig turns to walk away from you, sneak behind him. Wait in

the shadows at the other end until he turns, then keep going left until you reach CO8.

MIPOICOS

Sneak past the Slig and call the Mudokon when he leaves. Take the Mudokon to the next area.



Sligs giving you some trouble?
Later on you'll get a chance to take them out from the back-ground. Patience, Abe.

















m Mining Co



MIPOICO6

Time to disarm some bombs. Tell your Mudokons to wait, then roll up to the first bomb and hit it when it's green. The pattern is RRGRG. Once you have disarmed both bombs, bring all the Mudokons to CO4 and watch them run to safety. Then return to CO5 and hoist up to the next area.



This is a very good place to use the Quiksave™, just in case...



MIPOICIO

Climb to the ledge, jump across, and into the well. When you land, head to the left.



MIPOICO3

Possess the Slig and walk him to the left.



MIPOIC28

When the Slig is standing in front of the teleport gate, make him pull the lever.



MIPOIC28

The Slig will appear in the background. Walk him to the right and use the next teleport gate. This time walk him to the right again, all the way to C07.



If you haven't gotten rid of the Slig in C08 already, you may be able to pop him from back here in C07. Wait for him to walk by, then shoot to the foreground (Square + Down on the D-pad). You can do the same thing with the Slig in C33. Then depossess the Slig and return to collect the Mudokons you missed. Climb to C02.



MIPO1CO2

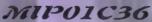
Jump across to the well. You can jump in now, or be observant and find the secret... See Mines Secret a for more information.





MIPOICOI

Walk to the right, through CO9. Don't worry about the Slig below € not for now, at least.



Well, isn't that special? Five hard-working Mudokons.
Maybe they can help you....
What do you say, Abe? Get them to follow you back to those six wheel valves in C35? Sneak past the Slig?
Make them work? End this level? You bet!



MIPOIC35

What's this? Six wheel valves. What are you going to do about that? Well, first, sneak back through C09, this time on the bottom path. Continue to C01 and climb from there to C36.











Mines 2



MIPO2C16

Leap across the gap and head to the right.





MIPO2C17

Roll to the right and drop into the area below.

MIP02C04

Roll along the passages until you get to the bottom. Now climb up the ledges and back to C17, or look for a secret (check out Mines Secret 3).

MIPOZC18

That Flying Slig is going to give you trouble unless you get away from it. The best way is to run/roll quickly to the right, through C19 and C20 (jump the gap), and roll into a tunnel in C02. Keep rolling into the next screen and don't be too afraid as you plummet to a certain death...



MIPO2C27

That well was certainly convenient. now wasn't it? Quickly climb up onto the ledge and enter the door. Or check the secrets section at the end of this chapter for Mines Secret 4.



MIPO2C18

You've been here before, but this time you're behind a wall. There aren't any chant suppressors here, so you can possess the Flying Slig. Go for it! Then fly the sucker upward.



MIPO2C15

Drop a couple of grenades on the not-so-friendly Sligs and then fly to the left.



MIP02C14

Oh my! Nasty drills! But if you fly right - well, actually to the left - you can get past them.



MIPO2C13

Fly up just above the Slig and plaster him with a grenade. Now, if you like flying around, you can explore a little. But when you're done, you can pick whether to blow the Flying Slig up by chanting again, or to fly the little sucker into the drills. Your choice.

























MIPO2C18

Back with Abe, run back to C16 and jump in the upper well.

MIP02C11

You can roll to the left or look around to check out Miles Seems

MIP02C10

These Mudokons are sick from the brew.
There's nothing you can do. Time to climb
the upper path and take more Mudokons
through...





MIPO2CO6

If you left any Mudokons behind, you can jump in the well labeled "Return to 2 Tunnel." Otherwise, jump into the one labeled "Boiler Access."

Boiler 1

MIP03C01

Uh oh. Slogs. Better get ready to run, Abe. They look nasty. As always.

Start running to the right. You're going to go through a series of lifts and new areas, adding more Slogs as you go.



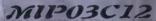






MIP03C11

Keep running until you reach this area (C11). You will have picked up a horde of Slogs and Sloggies, but they're all safely on the upper path... for now. Walk to the right.



There's a switch here that turns on an electrical field for a moment. Think that might come in handy? Let's try. Run to the right, into the next area, and lure some Slogs back here. Your timing had better be

good. You need to hit that lever before the Slogs can taste Mudokon meat! If you are quick enough, go back and offer the same treatment to the cute little pups! Now return to C13.

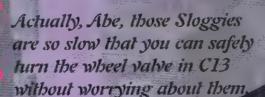






MIP03C13

Go turn the wheel valve to open the door. Hmm. It closes the trap door above. Why didn't you just run and turn the valve before the Slogs could get to you? You wanna try it? Good luck! Go in the door and stop worrying about what coulda been, Abe.











Mines 3



MIP04C01

Jump to grab some rocks from the hanging bag and roll to the right.



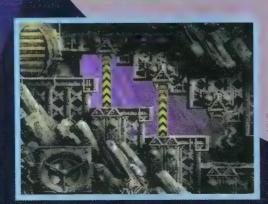
MIP04C02

Move to the sign that says "Stand Here" and do as it says. Face right and throw with the controller Down. Throw another rock with the controller to the left. Now turn to face left and throw a rock with the controller to the right to take out the final bomb. Switch the two levers and continue carefully to the right.



MIP04C03

Stand at the left side of the screen and throw a rock with the controller forward (to the right). Move two steps forward and throw another rock to take out the final bomb. Now you can jump over the gap and climb to the upper path. Then go through the door in CO2 to leave this area, and, as the sign says, there's no way back. Or...



Check out Mines Secret 6.

MIP04C32

Walk down the stair-stepped path. At each step a barrier flies up behind you.

Ominous.

If you still have some rocks left (a good idea), toss one to get rid of the bomb.

Otherwise, jump over the bomb and collect some rocks, then blow it up. Now roll to the right.



From the left edge, toss a rock to blow up one of the bombs. Now, for each bomb, roll one step closer and toss. Be careful. If you get too close, you'll be Mudokon chunks. When you're done, roll back to C33 and collect a fresh load of rocks. If you have one left, toss it and get a fresh supply. Now move on...

MIP04C35

Ah, more bombs. But now you also have a nasty drill to consider. Well, start tossing from a safe distance, and move carefully around the drill. Destroy all the bombs, then roll just under the ledge on the left side and climb up. Jump across to pull the lever and stop the drill. Now drop back down and drop off either side to the area below.

MIP04C36

More bombs. More rocks. Toss away and clear the area. Now continue to the left along the bottom path.

MIP04C37

Pull the lever to lower the barricade, then backtrack and enter this area on the upper path. You don't need to clear all the bombs, just the ones that are in your way.

Then jump over the rest and head through the door.

Stock up on rocks before you leave.













Blind Yiudokon Zone



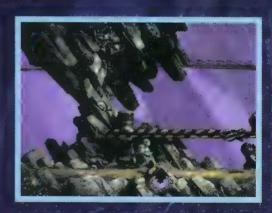
MIP04C22

Blind Mudokons have had their eyes sewn shut. They will keep walking in the same direction without regard for their safety. You'll have to be extra careful to save them, Abe. First tell the Mudokon in this area to follow. He'll start walking. Pull the lever to let him fall to the lower path. Chant to free him; the door opens and you can leave.



MIP04C23

Go to the lever and pull it to turn off the drill. Then walk to the right.



MIP04C24

Roll under the drill and stand up, pull the lever, and duck again before you get sliced and diced. Move on.



MIP04C25

Roll to a position just next to the lever. Stand and pull it when it's safe. Roll along, little Abe.



MIP04C26

Pull the lever on the upper ledge, then backtrack and bring the Mudokon here. Chant and free him, then enter the doorway.



21

Mines 5



MIP04C27

Toss a rock to blow up the mine. If you don't have any rocks left, roll under the first saw and then jump over the bomb before rolling under the second saw.



MIP04C28

Stand next to the large boulder and toss a rock (controller Up), then step forward and toss again. Move to the next area



高

MIP04C29

The wheel valve removes the barrier up above so you can collect more rocks. Good idea. Return to C27 along the upper path and pull the two levers to stop the saws. Take the Mudokon to C28 and start chanting right away.







The Mudokon will escape and the lift will rise. Now that the

lift is here, you can go collect the remaining Mudokon and taking him down on it with you.







MIP04C30

Chant to release the Mudokon and open the door at the same time. You're outla here, Abe.









More nasty saws. Make your way to the small mesa in the middle of the screen and jump under the saw as it heads upward. A simple hop will take you safely across. Or, if you noticed the green bottles... Check Mines 7.

MIP04C05

More grinders. This time, you have to time it so you can roll to the ledge, stand up, and climb before you get turned into Mudokon cube steaks. Or, roll/run/jump to the ledge, which is faster. Once you've done that, head to the left... Or check Mines Secret E.



CAPACINES IN ANIOS 75 CAPACINES THIS THERE CONTINUES THE PROPERTY OF THE PRO

MIP04C07

Roll under the three saws and keep on going.

MIP04C08

Jump across the gap and continue to the left.



MIP04C12

Nothing you can do here now. So continue the way you are going.

MIP04C11

Whoa! Don't pull that lever. First, move those Mudokons back to C12 and leave them there to work until you figure out how to get them out of here. Then return and pull the lever. Get on the lift and go down two areas. Good thing you moved those Mudokons, don't you think?



Stop at the first platform and wait until the Slig has left the area. Tell the Mudokon to follow you, then stop him almost immediately. Now jump and pull the ring when the Slig goes under the saws, and it's bye bye Sliggie! Take the lift down the rest of the way, then move on to the next area.



MIP04C15

Climb to the upper path and return to C14.

MIP04C14

Climb up to the next area.

MIP04C13

Climb and jump to the well and, well... jump in it!

MIP04C12

Walk to the right and pull the lever in C08. Return to the well and back to C13. Make your way back to the lift in C14, collecting the Mudokon and bringing him with you. Leave him in C12 with the other working Mudokons and head to the right to C08.

MIP04C08

Now you get to backtrack and take care of some unfinished business. First ride the lift to the upper path and return to CO7.

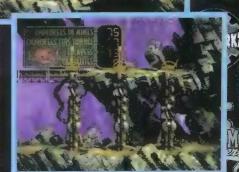
MIP04C07

Turn off the three saws, but before you go back, climb up the ledge where the dust is dropping.













More Mudokons. And more saws. Run/jump across the gap and then roll under the saw. Jump to catch the ring and turn off the saws, then make your way back across the gap. Now herd all three Mudokons back with you, down to the lift in CO8. Collect all the other Mudokons scattered around

this area, and then

release them all in CO7. You may need to look around for strays. Blind Mudokons are not all that smart, and tend to get separated from the pack. Once you've finished saving this small horde of your compatriots, head back to the lift in C11, ride it down, and then run to the right until you reach the door in C16. That's it. Move on, Abe.



Mines 6

MIP05C27

Ready for some new challenges? Head to the right.

MIP05C01

Sneak to the right to avoid waking up the Slig, but don't get caught by the motion sensor. Stand still as it passes by you. Drop to the next level when you can do so safely and go right until you reach CO3.





MIP05C03

Sneak past the sleeping Slig and once again avoid the motion sensor.

MIP05C04

Another motion sensor, and some bombs.

Drop down, jump carefully over the bombs, and return to CO2 on the lower path.

MIP05C02

One more motion sensor to pass, a slow one this time. Jump the bombs and avoid the sensor. When you're past it, go climb inside the mine car and get ready for some fun. Roll the car to the right, blowing up bombs and squashing any Sligs who appear. Keep rolling until you get to CO6 with a Slig and three Mudokons below you.



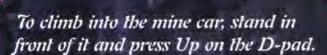














Wait until the Slig walks below you, to the far left of the Mudokons, then drop the mine car on his nasty little head. Exit the car, take the three Mudokons to the right and chant to free them in CO7. Return to the mine car and start it rolling again. This time keep rolling over the precipice in CO7 and down to CO8, where it will squish another Sliggie.



SLIG BARRACKS



MIP05C08

Climb out of the car and walk to the right.









MIP05C09

Roll to the bomb and disable it without triggering the motion sensor. If you wait too long, a Slig will appear. Use the platform to hide, then try again.

Once the bomb has been disabled, return to the left and tell the Mudokon to follow you, then duck back to CO8.



MIP05C08

Make sure the Mudokon is on the left side of the mine car. Be sure there aren't any Mudokons hiding in the shadows, then saddle up again, and roll over another couple of Sligs in CO9.

MIP05C09

Leave the mine car again and sneak into C10.



MIP05C10

Once again, you have to roll up to the mine and disable it without triggering the motion sensor, then roll back to the left, tell both Mudokons to follow, then quickly backtrack to CO9. Position the Mudokons safely out of the way, then use the mine car to roll over another Slig. Go back and collect all the remaining Mudokons and lead them to C11.



MIP05C11

Disable the bombs, then chant to release the Mudokons. Finally, get back into the mine car and ride it to C15.



MIP05C15

Leave the mine car for now and climb onto the upper path leading back to the left.



MIP05C14

Roll along the path, then stand and carefully lower yourself down the ledges on the left side of the area.



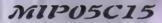
MIP05C12

Enter the doorway and reappear on the other side of the mine car tracks. Tell the Mudokons to follow you and continue to the right.



MIPO5C13

Free the four Mudokons and then return to C15.



Back at the mine car, sneak into the next area to the right.

MIP05C16

Sneak behind the Slig, who is busy hassling a Mudokon, and disable the bomb before he sees you. Roll back to the previous area and climb into the mine car. The Slig will follow and, well, you know what to do. Road kill... Collect the three Mudokons and free them in C17. That's it. End of the line for this section.











Mines 7



MIP10C18

you enter this tunnel in the background. You can see the exit in the foreground, but, of course, nothing is all that easy. Walk to the right, then sneak into the next area.

MIP10C19

Sneak past the Slig, pulling the lever on the way. Climb the small platform and chant to possess the Slig. Walk the Slig all the way to the right and shoot the Slig in the foreground with a well-placed shot when it is directly in front of your Slig. Release the Slig and continue to the right.



To shoot the foreground Slig, press Circle and Down on the Dpad at the same time. Be careful. Shoot a short burst when the Slig in the foreground is also on the right edge of the screen.

MIP10C20

Jump in the well, ready to run.



You'll land just to the right of three not-so-friendly Sligs. Run for it!



MIP10C22

Pull the lever quickly, then keep running to the right, before the Sligs can catch up.









MIP10C23

Drop down the ledges to the next area...

MIP10C24

Hit the ground running to the right.

Don't waste an instant.













MIP10C25

Don't stop for anything. Leave the lever alone. Just run.



MIP10C26

Jump onto the raised platform and wait for the Slig who's chasing you to appear. Possess the Slig, then backtrack with him to kill all the Sligs in the foreground and the background. Before you release him, have him pull the lever in C25 for you. That wasn't so hard, now was it? When you're

done, step in front of the teleport gate and pull the lever to be transported to the foreground. Walk to the left.



Enter the mine car and start rolling to the left. Blow up some mines in C22 and keep going until you reach C20.



MIP10C20

Stop before you run over the Mudokons. Climb out of the car and collect the four Mudokons in C19 and C20. Take them to C18 and chant to free them. Next stop, the Boilers.







Back to Boilers

MIPO6C10

When you appear from the doorway, run/jump to the left.



MIP06C09

Run/jump to the left and make your way to the upper path. Be careful. There's a Flying Slig here. Try to stay out of its way. You're about to play a sort of Mudokon/Slig version of a cat and mouse game. Keep moving to the left. Use the shadows to hide, and jump between areas to confuse the little flying menace... continue until you reach CO1.

MIP06C01

Pull the lever, then run back to the right.

MIP06C02

Run/jump to the upper right and turn the wheel. As the pressure gauge begins to rise, jump down and continue to the right. Listen for the sound of the Flying Slig. You'll hear him coming and have time hide.



Turn another valve and jump down again. Continue to the right.



MIP06C06

Turn the third and final valve and you'll notice that a counter has started. Time to run for it, Abe! Just keep

running to the right. Run right off the ledges and keep going. You'll pass through C08, C09, C11, C12, C13, C14, C15, and C07. Roll

under the ledge in C07 and watch the fireworks. It's off to Necrum for you, Abe. Nice work.



fines beenel Anens

You'll find these secret areas throughout your adventure, Abe. To make it easy on you, each secret area will be designated with a page number and an area reference number.

Secret Mines 1

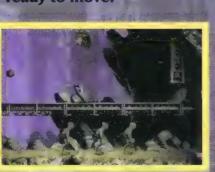
Start: MIIP01C04

Page 8



MIPOIC22

After climbing down behind the mine car in C04, you'll end up here. What are you waiting for? Walk through the doorway - but be ready to move!



MIP07C12

Immediately roll under the metal barrier and wait until the Flying Slig flies up and out of the area. While you're waiting, get the attention of the three Mudokons by saying "All of ya" and then tell them to follow you. When the Flying Slig has gone, roll to the next area...



MIPO7C13

Quickly tell the three Mudokons to work before they run into the electrical field. Now, when it's safe, bring them through the electrical field by telling them to follow you and pulling the lever at the right moment. You may want to take them through the field one at a time. Finally, jump into the well.

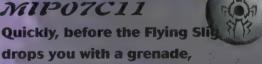


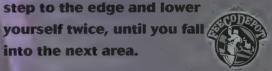




MIPO7C11

into the next area.











MIP07C14

Use GameSpeak commands to position the three Mudokons next to the three valve wheels and tell them all to work. This opens the barrier to the left. Now chant to release the three Mudokons and walk to the left.

If you make any mistakes (other than dying) in this secret area, just return to the beginning and continue on.

MIP07C37

Run to the left.

MIPO7C15

Oh boy! Lots of Mudokons and a bird portal. You know what to do. When you're done, back-

track and make your way to the start of the level again. Be careful the Flying Sligs don't get you. Return to CO4 and continue.





Secret Mines 2

Start: MI1P01C02

Page 13



MIPOICO2

Just climb down where you see the falling dust to the left. You'll land where the Slig was in CO3, near the bottles. Walk to the left.

MIPOIC28

Pull the lever to use the teleport gate, then run to the right and use the next gate. You'll end up in CO5. Run to the right and collect the Mudokons. Take them back to CO5 and release them. Now run to the right again and use another teleport gate. Release one more Mudokon, then jump in the well to

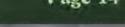
return to CO2, where all this started.





Secret Mines 3

Start: MI1P02C04 Page 14





MIP02C04

Climb down the invisible ledge behind the big rock and drop into the next area.

MIPO2CO5

Roll to the well and jump in.



MIPO2C19

Talk to all of the Mudokons and have them follow you to C20.



MIPO2C20

Release all the Mudokons and jump in the well to the right, which brings you back to the beginning (C16). Backtrack to where you entered this secret area (in CO4) and this time climb the ledges to C17 again.



Secret Mines 4

Start: MI1P02C27

Page 15

MIP02C27

Instead of heading in the door, run/jump to the left. What do you mean, you'll never make it. Have faith. That's what this is – a leap of faith. And, yes, you'll land in the well you just were in, only this time it will bounce you to the left side of the area. From here, head to the left again.



MIP02C31

Enter the door to get to the background. Now run briefly into the area to the right, then run back and enter the door. One of the Sligs will follow you. Once you're safely on the front path, chant to

possess the Slig, take it to kill the other, and release the first one. Now you're ready to proceed without any nasty Slig intervention.



MIPO2C27

Enter the door on the back path.

MIPO2C21

Possess the Slig and blow him up, then continue through the lower door.





MIPO2C22

Get all three Mudokons on the lower level and chant to release them. Then enter the well to return to C27 and enter the door to return to C18.

Secret Mines 5

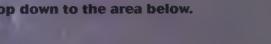
Start: MIIP02C11

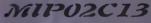
Page 16



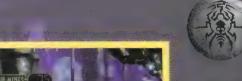
MIPO2CII

Drop down to the area below.





Then roll to the left.



MIPO2C12

Mudokons! Go ahead and chant and watch them escape, then return to C11.



Secret Mines 6

Start: MI1P04C03

Page 18





MIP04C03

Instead of leaving the screen along the upper path, walk to the left edge of the big gap, standing right at the edge. Now hop forward so you hang on the ledge. Now drop. You'll land on a platform in an area below (C31). Jump down and go through the door.





MIPO4C19

If you walk past the well, you'll find another area (C21). This is a second secret area. There are four wheel valves here. I guess you'll want to come back here. For now, though, jump into the well and you'll arrive at C17.









MIP04C17

Check out this situation. You've got Mudokons, drills, mines, trap doors, and levers. Looks like you'll have to figure out what to do. It's really quite easy. Toss a rock at the mine. Flip the lever to bring up the trap door nearest the Mudokons, get them moving, and flip the lever again before they fall through. If you want to play it safe, take each Mudokon past the first trap door individually. But what's the fun in that?

Lead the Mudokons to the next screen and bring them down to the lower path, then lead them back here and send them down to the area below using the lever one more time. Use the lever again and run through it to join them below.

MIP04C19

Get the Mudokons to follow you back to C21.

MIP04C21

The Mudokons will each stop at a wheel valve. Climb to the upper valve, then give the "Work!" order. Bring the Mudokons up with you on the lift.

MIP04C20

Aha! More Mudokons to save...Chant to free all of them, then ride the lift back down to C19, and from there through the door to C31. Jump in the well to return to where you started.

You may have noticed that these Mudokons are a different color. These are blind Mudokons, and they aren't quite as easy to control as the regular ones. You must give them order to "Wait" or they

ones. You must give them order to "Wait" or they will keep going in the same direction until something happens, like they hit a wall or fall or die or something. To control them, use the "Follow me," "Wait," and "Work" commands. At times, you may need to work with one at a time.







Secret Mines 7

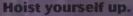
Start: MI1P04C04

Page 22



MIP04C04

Before you try to cross under the saw, while you're still standing on the original platform, step back and run jump to the left. You'll catch onto an unseen platform.





MIP04C06

Chant and free the two Mudokons there. Then drop carefully back to C04.

MIP04C04

Once you have dropped back from the secret area, simply walk off the ledge. Do not jump! Then get under the left-hand saw and head to the left.







Secret Mines 8

Start: MI1P04C05

Page 22





MIP04C05

Before you leave this area, look to the right of the vertical saw. There's something there. Run/jump across when the saw is out of the value of the





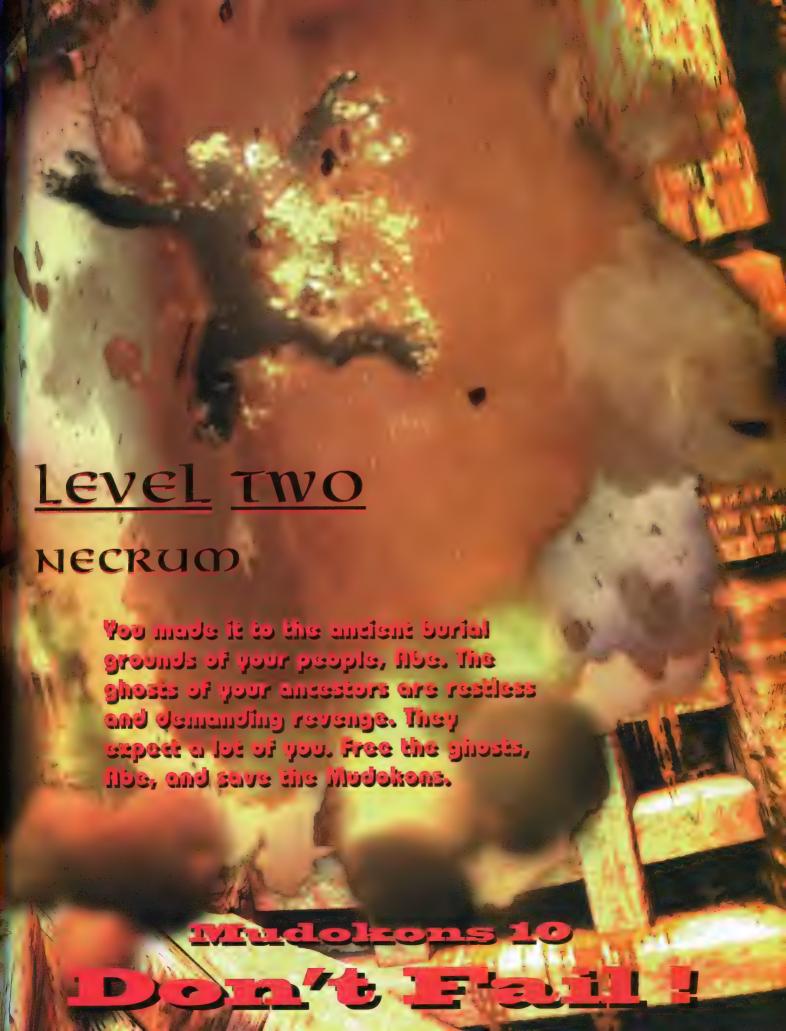
MIP04C10

There's not much you can do here now, but you can jump and grab the ring to turn off the saw. And, if you missed the previous secret, you can walk to the left and chant to free the Mudokons there. Not as exciting, but just as effective! Don't worry, you'll be back here... if you're smart and observant, anyway. Drop back down to C05.

MIP04C05

Jump back across to the upper path and continue to the left.





Necrum Necrum



NEPO2COI

Wow! That was some explosion, Abe, Good thing you've got luck on your side, or you'd be toast. Well, let's get going. Head to the left.



NEPO2CO2

Jump across to the lower ledge to the left. Hmm. Maybe check out why those bottles are there? Get more info at the end of the chapter, or jump left, across the gap to the ledge



NEPO2CO4

Get to the upper path and the drop off the left-hand edge. You'll land in a well, which sends you upward.



NEPO2CO5

Hop to the right and down

to the lower path. Keep

going to the right.

NEP02C03

Jump the gaps and climb up to CO4.



NEP03C01

Head to the right and roll under the tree in CO2. You'll fall, but not to worry...



NEP02C11

Check the Story Stone, then chant and jump in the portal. Walk right and jump in the well in C07.



NEPO3CO3

Hmm. Two doors. Both shut tight. Time to go down to another area, don't you think, Abe?

NEP03C04

From here, you can get some very important information.

Go left and right along the upper path and left along the lower path. You'll have some nondescript adventures, but you'll learn some useful information. When you're done, return here and roll to the right along the lower path.





NEP03C07

Once you have seen all the information screens, roll off the lodge here.



One more story stone to check, then lower yourself from

ledge into the left-hand well, which simils you back up to CU4.
Climb back to CO3.



NEP03C03

Now that you have done your studying, Abe, the upper door is open and ready for you. Go on. Take the next step.



This spooky place is the Crypt, Abe. Walk to the right.



NEPO3C16

You're still in the Crypt.
Check the story stone here.
Then go through the open
door to the right. (You're
not ready for the bird portal yet. Leave that for later.)







Back here again. Well, there's a bird portal here, too. Maybe try chanting and jumping through.







NEP03C19

Head to the right.

NEP03C11

NEPOICOS

Not much to do here. Enter the doorway. Head to the right again.



NEPOICOI

Uh, oh. What are all these nasty creatures? I know you're not going to like this, but the sleeping green caterpillar creatures are Fleeches, and they'll eat you for lunch, dinner, or a midnight snack. The little crawling oil slicks are Slurgs. They can't hurt you, but they are noisy when stepped on. You'll see what I mean as you roll to the right. Drop down to the next level and be thankful those Fleeches are behind a wall.



NEPOICO2

More Fleeches! More Slurgs! Just continue down.

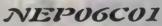
NEPOICO3

No walls protect you this time. Just jump down, run/jump to the ledge and into the well before the Fleeches gobble you up. Be quick and don't make any mistakes.



NEPOICO4

Well, read the story stone and learn about Ghost Traps, then slap that Ghost Trap, and go through that door.



Oh, no. More Slurgs and another Fleech.

You can see what to do. Sneak to the left ledge and pull the lever. So far so good. Now jump down without landing on a Slurg, and jump carefully to the right.

Get up and pull the second lever, then jump down and into the door before the Fleech can slurp you up.



The next few areas are very good places to use the Quick Point Save, just in case...

NEPO6CO2

By now you know the drill. Fleeches and Slurgs and Levers, oh my! Sneak to the left lever. Be prepared. When you pull the lever, the first Fleech will awaken, so be ready to turn, hop, pull the second lever, and run/jump to the third. Once you have pulled the third lever, jump down again and into the door before you end up in the Fleeches' gullet.





NEPO6CO3

Once again, start on the left. Pull the lever, then turn and hop to the right. Pull the next lever, walk and hop to the right and pull the third lever. If you're quick, you can do this before being ingested... finally, drop to the ground and into the door.

NIEPO6C04

Sneak carefully to the right and pull each of the three rings. When you're done, sneak back to the left and get up to pull the first lever. Now run/jump to the right, pull the second lever and then head for the door...



NEP04C01

Start by sneaking to the right ledge and dropping down.









NEP04C02

Check the story stone, then sneak to the left and down.



NEP04C03

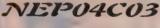
Slap the Ghost Trap. You'll see a green ring appear. This will come in very handy in just a moment. First, though, jump into the well to return to CO1.



oddus

NEP04C01

Quickly run to the left and lower yourself carefully down to C03.



As soon as you reach the bottom, chant quickly to activate your new power temporary invisibility and then run/roll to the right. Hurry, you won't stay invisible for long.





NEP04C07

Climb the ledges and double back to the left on the upper path.

NEP04C03 Climb up to CO2.

NEP04C02

You may want to chant again here to stay invisible, then climb again until you reach CO1.







NEP04C01

The door is open... you know to do. No time to waste,

To Mudanchee (Scrabs)



NEPOSCOS

Jump in the well.

NEPOSCO2

Vou'll land here. Walk to the left.



NEP05C01

Jump into the well. It will take you to PVP01C01, the beginning of Mudanchee, the Scrab Vaults. Or check out N



To Mudomo (Paramites)

NEPOSCOS

Climb down the ledge to the right. You'll drop some distance, land in some wells, and end up on a ledge in CO8.



NEPOSCO8

Walk to the right and jump into the well in the next area. This takes you to the beginning of Mudomo, the Paramite Vaults. Good luck, Abe.

Necrum Secret Screens

Secret Necrum 1

Start: NEP02C02

Page 40



NEPO2CO2

From the lower ledge, run/jump back to the right, then lower yourself from the hidden ledge. You'll fall into a well and end up in CO8.





NEPO2CO8

Jump across the gap without getting shot and continue to the right.



NEPO2CO9

Walk, jump, and roll through this area, exiting to the right.



NEPO2C10

Immediately call the three
Mudokons and tell them to follow you, but immediately tell
them to wait, before they walk
into the bombs. Now that they
are safe, carefully drop next to
the three bombs and disable
them. Climb up next to the well





BONEWER

and run/jump to the left. Go back to CO9 briefly to reset the bird portal, then return and chant. Make your way to the well and jump in. You'll return to CO1. Return to CO2, and from there to the left to CO3.



Secret Necrum 2

Start: NEP05C01 Page 46



NEP05C01

Roll to the left to enter a secret place.

NEPOSCIO

Chant to open the bird portal and jump through.







NEPOSC11

Sleeping Sligs! Hoist up and jump to the right. The lower Slig keeps on sleeping, so you can pull the lever, then jump the gap to a hanging position. Then sneak to the left.



NEPOSC12

Ok. Here's what you do. Run/jump to the ledge. Roll onto the trap doors, disarm each bomb quickly and roll forward. Make it to the lever and pull it. With the barrier down, carefully drop down and make your way to the bomb on the ground. Crouch from the right and arm it, then wait for the Greeter's motion detector to hit you. Roll to the right and bye, bye Greeter. Go get the Mudokons and free them, then jump

into the well to return to the main path.



Level Three: mudanchee vaults (scrabs)

Free the ghosts of your ancestors in the ancient Mudanchee area, the breeding ground of the Scrabs. Use the Scrabs to help you in your quest, but don't get in their way! Watch out for Fleeches, and find your Mudokon brothers and send them home...

Cio E it!



<u>Mudanchee</u> <u>Start</u>



SVP06C23

Run to the right and through the door in C24.



SVP06C03

Walk to the right, pull the lever in CO4, return here and jump in the well.

SVP06C01
Walk to the right.



Possess the Scrab in the background and use it to destroy the Fleech there. Fun, huh? Release the Scrab and jump the gap. Check the story stone for more info. Then climb down.



SVP06C04

Pull the ring, then pull the lever, Return to C03.



SVP06C03

Slap the Ghost Trap and go through the door.



SVP06C09

Fleeches! Start running to the left. Keep going until you reach CO5 and a well. Jump in.

SVP06C05

Slap the trap, Abe! Then chant and run to the right.

SVP06C06

Pull the lever and keep running.

SVP06C07

Another lever, and another Scrab. Pull the lever and run/roll. Keep going until you reach the exit door on a ledge in CO9. Be quick so you will still be invisible when you reach CO9, or the Scrab will get you.















SVP06C13

Head to the right, then jump in the well and climb up.

SVP06C11

Carefully climb to the top path and sneak to the left.







Run/jump to the ledge to the left and pull the lever. Then possess the Scrab and take him to C11 to destroy the Fleech. When you're

done, return him here and depossess him. Finally, pull the lever to trap him again and return to C11.







SVP06C11

Drop down and pull the lever to lower the barrier, then slap the Ghost Trap. Drop back down to C14 and continue to the right.



SVP06C15

Sneak to well, then to the top of the mesa and chant. Run to the right.



SVP06C16

Climb up the ledges and keep going up. You can chant to possess the Scrab here and use him to destroy the Fleeches. but if you're quick, you may not have to.



SVP06C12

Slap the Ghost Trap to open the door below, then jump down and through the door.



SVP06C18

Check the Story Stone and walk to the right.



SVP06C19

Possess the Scrab and walk him back to C18. Make him Howl (L1 + T), then use the Shred Attack on the other Scrab after stepping on the pressure plate to lower the barrier.



SVP06C20-SVP06C21

Walk the Scrab to the right to lower the next barrier, killing another Scrab on the way, then run it all the way to the left. Release it.

SVP06C19

Now run along the top path to C18 and slap the Ghost Trap. Now run to the right and slap the Ghost Trap in C21, avoiding the Fleech. Then run back to C19 and go through the door, which is now open.

SVP06C22

Run to the left and enter the door in C25.

SVP07C01

From the door, run left. Waddya waiting for?

SVP07C02

Chant to open the bird portal and jump through. Or, check out the Mudanchee under the ledge.

SVP07C04

Check the Story Stone for information.

Possess Scrab in background if you want to experiment with Scrab wrangling. When you're done Scrabbing around, jump in the well to go to the Mudanchee Vault Hub.













SVP07C03

You've made it to the Mudanchee Vaults where the Scrabs nest. Time to prove yourself once again, Abe. Start with the doorway in the foreground to the left.

Mudanchee 1

SVP02C02

You start out in the background path. Next to you is the exit door, but it's closed. Of course. First head to the left. Climb the mesa, then jump the gap and roll to the next area.



SVP02C01

Uh oh. Fleeches below. There's a lever all the way to the left. I guess you'll have to go pull the lever, and you know what will happen. So, go ahead, pull the lever. . . unless you want to check out Mudanchee Secret 2 first.

Once you pull the lever, wait a moment for the Fleeches to head in your direction,

then run/roll to the Ghost Trap and slap it fast.
Run/roll back and climb back to the top before the
Fleeches can catch up with you. Roll to the right, to the
first area again. (There's a secret ledge on this screen,
just near the bottles. Don't pull the lever, but first roll to
the ledge and drop down.)



SVP02C02

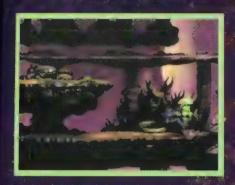
This time, climb down to the bottom path, where the well is, and roll to the right. Climb down the final platform to another area below.

SVP02C03

you're in the background. There's a well here that will send you to the foreground path. A tunnel leads to the right. Roll to the right to the next area.



SVP02C04



Oh boy! More Fleeches! The trick here is to lure the little monsters into area CO3 and then get to the Ghost Trap before they can munch you. If you're quick, you can make it. Stay in the background and lure the Fleeches to

CO3. You want them both on the upper path. Then, jump in the well in CO3 and they'll

come after you. Run/roll to CO4 and slap the Ghost Trap, then either jump into the well in CO4, or run/roll back to CO3 and jump in the well there. Now you can return to the exit door. You made it.



Mudanchee 2



SVP01C01

Not much to do here. Climb to the upper path and roll to the right.



For the moment, ignore the Scrab below and jump across the gap. Continue to roll to the right.







SVP01C03

Fleeches behind a barrier. A lever. A Ghost Trap. That about sums it up. Roll to the right again.



SVP01C04

Here's the exit door. But it's closed for the moment. Perhaps you can do something about that. From the look of it, you need to hit two Ghost Traps to open the exit. Drop to the lower path and walk left to CO3.



SVP01C03

Pull the lever and run like hell. Jump to the upper path in CO4 and roll to the left. Keep going until you make it to CO1, where you started from. The Fleeches will stop when they come near the Scrab in CO2. Return to CO2.



SVP01C02

Chant to possess the Scrab and stomp on the Fleeches before they eat the Scrab. Return to C03.

SVP01C03

Slap the Ghost Trap and return to CO2.



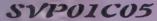
SVP01C02

Chant to turn invisible, drop down and pull the lever, then slap the Ghost Trap and get back up before the Scrab notices you.

Return to CO4 and exit.

SVP01C06

Thought you were done with this path, didn't you? But no... If you check to the right and left, you'll see the two Ghost Traps. To the left are Fleeches; to the right is a Scrab. First walk to the left.



The Fleeches can't get to you from here.
Call "All of ya" so they come toward you.
Once they are all gathered to the right of the screen, return to C06.



Jump into the foreground well to be sent to the background, and then run and jump into the left-hand well in the background, avoiding the Scrab there.

SVP01C05

Quickly turn and, when the Fleeches start coming toward you, jump to the Ghost Trap, slap it, and jump into the well before the Fleeches turn you into a tasty treat. You'll return to CO6.

SVP01C06

Now it gets even trickier. Return to the foreground and run to the left, back to CO5. Chant to turn invisible. You can only turn invisible here. Run back to CO6, jump in the well, and run to the right. Jump into the well there to be sent to CO4.

















SVP01C04

Quickly slap the Ghost Trap and get back to the well before you turn visible and the Scrab turns you into shish kabob.

SVP01C06

The exit door is open now. You know what to do.

Mudanchee 3

SVP05C02

After you enter the area, check out the situation. Above you is a Scrab, and there's a Chant Suppressor, so you can't possess it. The exit door is also here. To the left (CO1) is another Scrab behind a barrier, and the switch to lower the barrier is above, with the other Scrab. Run to the right.





SVP05C03

Lure the Scrab over to you by standing on the upper ledge, then, as it approaches, lower yourself to a hanging position. When the Scrab runs to the lower path, hoist vourself to the upper level again and run to the left until you reach the switch in CO1.



SVP05C01

Pull the lever and then walk/roll to the left. Wait at the edge until the second Scrab enters the area, then quickly drop down to the lower path while they fight. Slap the Ghost Trap and run to CO2. When the exit door opens, go through it. If you time it right, you should have no trouble.



SVP05C04

Run to the right to the next area.

SVP05C05

Jump in the well to travel to the foreground. Watch where the Scrab is. If it is nearby,

wait until it runs to the other screen. Now drop down, slap the Ghost Trap, then stand next to the well. When the Scrab comes running back, jump in the well to be sent to the previous area.







SVP05C04

Quickly run/jump onto the ledge and wait for the Scrab to start running awsy. Slap the Ghost Trap and stand next to the well and repeat the trick you did in CO5.







SVP05C05

When it's safe, jump to the upper ledge with the well on it and jump through to get to the exit door in the background. Go through the door.





SVP05C07

Jump in the well at the bottom. It will take you to the foreground in a safe – well, relatively safe – place. When the Scrab is to the right, run to the left.



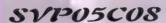




SVP05C06

Jump to the ledge and get over to the Ghost Trap. When you slap it, the trapdoor will drop you, so make sure the Scrab is as far to the left as possible

when you do and with its back turned. Slap the Ghost Trap and run to the right, jumping into the well immediately. If you're quick, you'll make it and end up back in C07 in the background again. Continue to the right to C08.



Jump in the well and then run to C09, slap another trap and into another well, then backtrack to the door there.



SVP03C06

Run to the left. In CO5, keep running. The Fleeches will follow you.

SVP03C04

Run and jump into the well. Keep running.



Jump in the well. You should have time to wait for the right moment. Try to land in the foreground without stepping on the

Slurg and alerting the sleeping
Fleeches. Then continue to the right.
If you do awaken the Fleeches,
you'll have to hurry.



SVP03C03

Run and jump into
another well. For a
moment you're
e safe. At least until
you slap that Ghost
Trap. Then you'll
have to start running
again, to CO1.



SVP03C03

Jump off the cliff. You'll land safely. Slap the Ghost Trap, then jump into the well. If the Fleeches are after you, good luck. Use the well and the cliffs if possible to get away from them. Once the Ghost Trap has been slapped open, the well will catapult you up to another well, and from there, to another Ghost Trap.



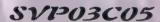
SVP03C02

Slap the Ghost Trap before the Fleeches can get to you, then jump into the well. You'll be sent back into CO3 and CO4 via wells.



SVP03C04

When you land, run to the right as fast as you can to avoid the Scrab.



Jump onto the ledge and run to the right. Double back here on the lower path and slap the remaining Ghost Trap. Make sure you have space from the Scrab, then run like hell to the right, jump onto the ledge, and go through the exit door in C06. Back to the Scrab Hub.







Mudanchee 5



SVP08C01

Walk to the right. Ignore the lever for the moment.



Drop to the lower level and roll back to the left.



SVP08C01

Lower yourself off the ledge carefully.



SVP08C05

Jump to the bottom and sneak to the Ghost Trap without stepping on the Slurg and waking the Fleeches.
Slap the Ghost Trap and run into the well. Timing is everything here. Or, before you



slap the Ghost Trap, check out the secret ledge to the right, which leads to bloom has Secret 5.



SVP08C01

The well shoots you back to the beginning. One Ghost Trap down, one more to go. Run to the right again and jump in the well in CO3.

SVP08C02

Walk up to the first lever and chant to become invisible. Pull the lever, then quickly pull the second one when you drop.



Run to the right.





SVP08C04

Slap the Ghost Trap, then run/jump onto the ledge to the right. Now double back on the upper path – quickly before you become Fleech meat. Go quickly through the door in CO3.

Mudanchee 6



SVP04C01

Run to the right and get past the Fleeches quickly.



SVP04C02

Jump into the well and pull the lever when the Scrab is to the right. That traps Scrabbie behind a barrier. Now jump down and run to the left.



SVP04C01

Pull the lever and run to the right again before the Fleeches can munch you.



SVP04C02

Jump onto the ledge, pull the lever, and chant to possess the Scrab. Use the Scrab to stomp some Fleeches, then bring it back to the right and trap it

again. Climb down and go slap the Ghost Trap in CO1, then return.



Release the Scrab, then chant to become invisible. Stroll nonchalantly into the exit door as if you were on a Sunday walk in the park.







SVP04C05

Drop down to the lower path and roll to the left, all the way to CO3.

SVP04C03

Pull the lever and roll back to C05.



SVP04C05

Quickly possess the Scrab and use it to kill the Fleeches. Walk the Scrab all the way to the left and leave it there, then roll back and pull the lever to trap the Scrab behind the barrier. Return to CO5 and go to CO4 on the upper path.



Jump in the well and then sneak to the lever. Pull the lever and then sneak back to the well and jump back in. Now you must return to CO3.





SVP04C03

Pull the lever to open the barrier in both the foreground and the background. Possess the Scrab in the background. If the one in the foreground is in the way, possess it and get it out of the way first. Leave it in C05. Now take the Scrab and kill the Fleeches. When you're done, bring it back here and release it. For safety, you can possess the foreground Scrab again and

bring it to the left, then trap both Scrabs behind the barrier. Finally, return to the background and slap the Ghost Trap.

You'll have to release the barriers one more time, but this time, when you return to CO5, chant to become invisible, then run to the exit without worrying about the Scrab.



Mudanchee Ender



SVP09C04

When you appear through the door, run to the left until you reach CO1.

SVP09C01

Walk into the teleport door. As soon as you appear in the foreground, start running to the right.



SVP09C02

Roll under the beam and into the next teleport door, then run/roll again to the right.



SVP09C03

Keep rolling until you fall off the ledge, then double back and into the teleport door before the Scrab can get you. You'll teleport to the right. Keep going.



SVP09C04

Jump into the well to catapult to the top of the small mesa. Roll to the right again and drop into the teleport door.



SVP09C06

When you appear, head to the left immediately.



Walk into the teleport door and then run/jump to the right, onto the ledge.

Jump again to the right and head back to CO6.







SVP09C06

Drop to the lower path and double back to the teleport door before the Scrab can impale you. Then head back to the right again.



SVP09C07

Run over the pressure plates and the barrier will spring up, protecting you from the Scrab. Now walk off the ledge. Don't worry, it will be OK. Well, more or less.



SVP10C02

You'll land right next to a vicious Slog. Run to the left and jump onto the ledge, then get a running start and jump over the Slog's head and run to the right again.



SVP10C03

You'll hit another teleport door and end up in more hot water. Roll under the hanging beam. You'll drop and catch onto the ledge. Don't linger there, or you'll be target practice for the distant Slig. Climb onto the path and run again to the right.



SVP10C04

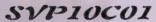
Possess the Slig and bring him through the teleporter, then have him shoot the Slogs. Now run from the Fleech.





SVP10C05

Go through the teleporter, then slap the trap and chant to turn invisible. Run to the right and slap the two Ghost Traps, then run to another teleport door before you become visible again.



One last Ghost Trap. The trick is to lure the Fleeches into chasing you. Take two steps toward the door, then, as the Fleeches spring into action, climb up and slap the Ghost Trap. Immediately, turn and run/jump across to the opposite ledge. Climb and jump back toward the door as the Fleeches chase after you. Duck into the door before they can make you into lunch.

SVP11CO2
Walk to the left.

Walk to the left.

SVP11C01

Wow! Lots of Mudokons. Slap the Ghost Trap to turn off the electrical fields, then call all your friends and take them back to CO2. Chant to free them. When you're done, jump in the well. Back to Necrum and on to the Paramite Nests.







<u>Mudanchee</u> Secret Screens

Secret Mudanchee 1

Start: SVP07C02

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SVP07C02

Roll under the ledge and drop down to the area below.

SVP07C07

Chant to open the bird portal, then run/jump into it before the Scrab gets you.



SVP07C08

You need to do things quickly, but carefully in this secret area, Abe. First, call the Mudokons by saying "All ya." Then pull the lever and tell the Mudokons to follow you. Run to the right and drop to the area below.



SVP07C09



Pull the lever, then run to the left and drop to the lower path. Roll under the saws and climb very carefully up to where the third lever is. When it's safe, climb up, roll under the



saw, then stand and pull the lever to stop the lower saws. Roll to safety and chant to release the Mudokons. Make your way back to CO8 and jump into the well to return to the main path. Whew! If you're quick, you can do it.



Secret Mudanchee 2

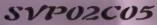
Start: SVP02C01

Page 54



SVP02C01

Lower yourself off the invisible ledge next to the green bottles.



Run for it and jump into the first well. Then chant and jump through the portal.





SVP02C06

When the Scrab is to the right, run/jump to the left

ledge. Possess the Scrab and put it in the Scrab box to the right.

Depossess and trap him

by pulling the lever. Say
"All a ya", then jump

down and lower the barrier. Have the Mudokons wait and Quick Save. Go down.











SVP02C07

Stop the lift at the first stop, next to the bird portal. Immediately call the Mudokons and tell them to come, then wait. Now collect all the Mudokons and chant to







free them. Finally jump in the well to the right and return to C01.



Secret Mudanchee 3

Start: SVP08C05

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SVP08C06

After dropping from C05, chant and jump in the portal.

SVPOSCO7
Roll to the right.





SVP08C08

Pull the lever and quickly jump back to the upper path and roll back to CO7.



SVP08C07

Use the lever to zap the Fleeches, then you can take the Mudokons back to CO8, free them, and ju mp in the well to return to the main path.







There are more restless spirits in the ancient land of Mudomo where the Paramites live. Like the Scrabs, Paramites are not friends, but can be used to aid you. Be careful not to crowd them or go where there are more than one.

Windokons 5

Easy as Paramite Pie!



<u>Yudomo Vaults</u> <u>Start</u>



PVP01C01

Walk to the right, climb the ledges in C15 and continue.

PVP01C16

Walk to the right. The Paramite will retreat.



PVP01C17

Run/jump to the ledge and continue.

PVP01C18

Run/jump off the cliff and keep running to the right. The Paramites will be right behind you.

PVP01C03

Learn some Paramite tricks. Possess the Paramite and use it to eat the Slurgs and push Up to make it pull the ring, releasing the barrier in front of you. Keep going.



PVP01C04

Possess one of the

Paramites in the background

and use it to climb the web and pull the ring there.

When you're done, continue to the right.



Read the Story Stones throughout this area. You'll learn some useful information. Study up!

PVP01C05

Stand on the trapdoor and chant. Use the Paramite to climb the web and pull the ring. Release the critter and continue to the right.







PVP01C06

Climb up and over the ledges and continue down to the next area, then run/roll to the left from there.

PVP01C08

Chant to possess the Paramite, then make it climb to the ring and pull it. When the lift comes down, release the Paramite and ride the lift down to the next area.



Quickly pull the lever before the two Parmites attack. Now take the lift down again.



PVP01C11

Pull the lever, then run/jump quickly to the ledge before the

Paramite gets in your way. You don't want to corner a Paramite. It turns them nasty. Continue to the right.











PVP01C13

Uh oh. This is a dangerous situation. When you pull the lever, run like a Mudokon track star to the right. Run through C14 and onto the ledge in C19. Then continue to the right.

PVP01C12

Enter the door then walk to the right.





PVP07C07

Jump in the well and continue to the right in the background.

PVP07C08

Fleech city! Well, keep on going. There's got to be a way to get past all those Fleeches. Roll all the way to C10.









PVP07C10

Jump in the well, then backtrack to C09.



PVP07C09

Check the Story Stone. It teaches you how to speak

Paramite. Possess one of the Paramites and get the others to follow. Then tell them to kill the Fleeches in CO8. When all the Fleeches are munched, use the possessed Paramite to pull the ring to open the doors above. Release the Paramite and continue through the doors. Walk back to CO7.



Drop through the hole and then jump in the well. You'll fall to C1L



PVP07C11

Run/roll to the right before the Paramites get revved up.

PVP07C12

Go into the doorway. Whaddya waiting for?



PVP10C01

Run to the left and keep going until you reach CO3.



Carefully walk under the first ledge and climb up. Be careful not to

crowd the Paramite. Climb to the meat sack and grab a hunk (jump up to release the meat). Now continue to the left.



That Paramite is too close to the Ghost Trap.

Throw the meat to the right, then jump down
and slap the Ghost Trap. Continue to the left.









PVP10C05

You'll never get past those Paramites below, unless you chant and become invisible. So do it! And run!

PVP10C006

Quickly, while you're still invisible, drop down and go slap the Ghost

Trap, then run/jump onto the ledge to the left before you become visible again. Now go through the door. Continue to the left in the background.





PVP10C07

Go slap the three Ghost Traps to open the door... then go through it, duh.

PVP07C01
Run for it!



Jump on the ledge, then chant to open the bird portal.

Jump through the portal.

















Go through each door and complete each area to open the final door.





PVP09C01

Slap the first Ghost Trap, then possess one of the Paramites. Make it jump to pull the ring to release it from the barrier. Take the Paramite to the left.



PVP09C02

Eat all the Slurgs. The Fleeches will continue to dream Fleech dreams. Continue to the left again.

PVP09C03

Use the Paramite to pull the ring and lower the lift. Continue to the left.



PVP09C04

Run the Paramite to the left and it will jump the gap. Climb down at the left-hand ledge.

PVP09C05

Use the Paramite to pull the ring and raise the lift. Take the Paramite back to CO4 and walk it over the edge. You're done with it.



PVP09C01

Back to yourself, Abe... Sneak to the left, past all the Fleeches in CO2.

PVP09C03

Slap the Ghost Trap, then continue left.

PVP09C04

Take the lift down to C05 and walk to the right to C06.



PVP09C06

Run/jump to the skinny mesa and then to the Ghost Trap. You know what to do. Retrace your steps, back to C01 and go through the exit door.

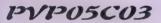
PVP05C01

Roll to the right.

PVP05C02

Climb to the lever and pull it. A Paramite appears in the back-

ground. Possess the Paramite in the background and walk it to the right.



Maneuver the Paramite across the gaps and up on the webs until you get it to the ring at the upper right. Pull the ring to release the barrier and continue to the right. If your Paramite gets killed, another will appear back in CO2. Ttry again.





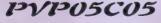






PVP05C04

Climb down the long webs and jump to the small area in the middle. Don't forget to jump and pull the ring there to open the barrier above. Then continue up and to the right.



Jump the gaps and avoid the boulders. Pull the ring and then release the Paramite. You're done with it.



Roll to CO4 and slap the Ghost Trap, then continue on to CO5 and exit. That's it. Piece of cake.













PVP12C01

Drop off the ledge and you'll fall through three screens, ending up in CO5.

PVP12C05

Quickly slap the Ghost Trap, then chant to become invisible. Climb the ledges on the right side of the area to the next area above.



PVP12C04

Slap another Ghost Trap and once again chant to become invisible. Climb again. Or look for Mudomo Secret 1.



PVP12C03

Hop to each of the mesas with a Paramite on top. Just hop, pull up, hop... quickly, before you become visible again. Climb to the next area.



PVP12C02

Climb to the second ledge, then hop to the



right, slap the Ghost Trap, take two steps forward and hop again into the well. If you do this quickly, the Fleeches won't be able to touch you. The exit door should be open now. You know what to do.

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Mudomo 4



PVP04C01

Walk off the ledge and into the well. Then walk to the right.

PVP04C02

Sneak to the lever and pull it, then run like hell to the right.





PVP04C03

Jump onto the ledges and, for the moment, ignore the Ghost Trap. Get the Fleeches to follow you to the other side of the rocks, then double back. The pressure plates will cause a barrier to spring up, trapping the Fleeches. Go slap the Ghost Trap and return to CO2.





Go up on the lift.



PVP04C05

Go to the left-hand meat sack and drop a piece of meat.

Don't pick it up! While the Paramite is eating the meat, run
to the other side and drop another piece of meat. You can
pick this one up. The Paramite will retreat. Take the lift to
the next area above.







Throw the meat to the right to get the Paramites both on that side, then climb the ledge and run to the left before they can attack.



PVP04C07

Jump onto the ledge and go through the door.









PVP11C01

Start out in the background and walk to the left.







PVP11C03

Jump in the first well and you'll be sent all the way to the left. Pull the lever and a Paramite appears in the foreground. Continue to the left.



Slap the Ghost Trap and retrace your steps.

PVP11C03

Possess the Paramite and let it get eaten by the Fleeches. Jump in the left-hand well and continue to the right.

PVP11C02

Now pull the lever and continue to the right.



PVP11C01

Jump into the well and you'll end up in the foreground.

Drop to the bottom path and walk to the left.

PVP11C02

As the Paramite retreats, it also drives the Fleeches away. Stand next to the Ghost Trap and slap it. You'll be protected behind the barriers. Chant to possess the Paramite and use it to gobble up all those nasty Fleeches. Don't forget the ones in CO4. When you're done, release the Paramite and continue to the left.





PVP11C03

Slap the last chost Trap and continue to the left.

PVP11C04 Jump into the well and exit.



Mudomo 6



PVP03C01

Slap the Ghost Trap, but get ready to run/roll to the right when two Paramites appear. Keep going until you reach CO3.



PVP03C03

Jump into the well which sends you to CO4.



PVP03C04

Slap the Ghost Trap and run/roll to the right again.





Rolling here seems to work better than running.





PVP03C05

Run off the ledge and roll into the narrow tunnel.

Keep rolling and you'll fall off a ledge and drop.



PVP03C07

Whew! Good thing you caught on there, Abe. The door's open, so let's get going. Or, just a sec. Check out

Mudomo Hub and Final Test

Once you have managed to complete all six of the Paramite levels, return to the foreground where the well is and drop off the ledge to the area below. Enter the doorway there.



PVP13C01

Pull the lever and start running as the Fleeches start to chase you. Climb the ledge and then run/roll through the next screen to CO3.

PVP13C03

Climb and roll and keep running to the right.



PVP13C04

Roll off the ledge and drop.



PVP13C05
Roll to the right as fast as you can.



Roll off the ledge and keep rolling.



PVP13C07

Roll under the overhangs, then, at the last moment, jump to catch the ledge across the gap. Run to the right.



PVP13C08

Roll, then jump across the gap and immediately into the well. You'll be sent to the area below.



imi



PVP13C09

Keep rolling to the right.



PVP13C10

Roll to the ring and jump to pull it before another Paramite appears on your side of the barrier! Keep rolling to the right.







PVP13C11

Roll under the lowhanging rocks.

PVP13C12

Jump the gap... keep going.





PVP13C13

Jump at the last minute to the ledge with the Ghost Trap. Slap it and then turn and jump into the well. Then run to the left.



Jump the gap and keep rolling until you get back to CO9 and the exit. Make your escape, Abe. You earned it.





PVP13C14

One more challenge. Run to the right and jump into the well before all the Paramites have you for a snack. Back to Necrum.

When you have finished the Mudomo levels, you will see a movie and be sent back to beat the Mudokons you found at the end of the Mines. Heat them and take them to the next screen to operate the wheel valves. From there, jump in the well and you're off to the Feeco Depot.



<u>Mudomo</u> Secret Screens

Secret Mudomo 1

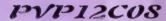
Start: PVP12C04 Page 78





PVP12C04

Slap the Ghost Trap, then walk down to the lower ledge on the right. Roll through the tunnel into C08.



You could possess the Paramite in CO4 and get him to lure the Paramite here away, or use invisibility to get by. Your choice. Either way, enter the door.







PVP15C06

Wait until the saw below is directly under you, heading to the left, then pull the ring and roll to the right. Drop down.



PVP15C07

Time your way through the saws to the left and quickly roll to a position just to the left of the vertical saw on the ground level. When the Fleeches appear, roll around to get them to munch themselves in the vertical saw. Now, make your way back to C06 along the right-hand ledges







PVP12C06

Get the Mudokon on the wheel to stop and follow you back to C07 and free them all. Return here and jump in the well.



Secret Mudomo 2

Start: PVP03C07

Page 82

PVP03C07

Instead of going through the door, jump to the right, to a tiny ledge, and roll to the right.



PVP3C08

Roll to the right. When you cross over the pressure

plate, rocks will start to fall. Quickly possess the Paramite and hide him under the ledge to the right until the rocks stop. Then take him over to pull the ring and activate the well. Depossess the Paramite and jump in the well.



Immediately possess the Paramite and start him across the webs to the left. When he gets to the other side, have him pull the ring to give you some protection. Move quickly. Then take the Paramite up.





PVP14C09

Use the Paramite to call "All a ya" and "Work," then "All a ya" and "Come," and "All a ya" and "Work" again. Do this quickly before the Mudokons are crunched. Then depossess the Paramite.

PVP14C10

Jump in the well.

PVP14C09

Chant to free the Mudokons and jump in the well.



You've made it into the heart of the Glukkon industrial complex. This is feeco Depot. All paths lead from here now.

Don't Give Up!

Feeco Depot



FDP01C01

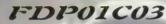
Go to the right. Don't pull the lever! Check the monitor for a movie. Move on. Or check Feeco Secret 1.

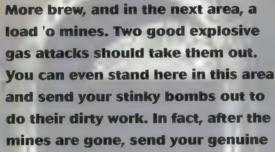
FDP01C02

Time to light off some farts, Abe. Don't be squeamish.

Just drink some brew from the dispenser, stand next to the mine and cut one, then run away, little Abe!

Next, go through the door... Duh...







stink bomb even further and blast a few Sligs apart in C05. Head for C05 and through the door. Or, just take out the Chant Suppressor and then get rid of the Sligs the old fashioned way.



Hey, Abe! Drink up. You have options now – to fart or not to fart. Oh, what the heck. Let's go for it. With a brew loaded, pull the lever and drop below the trap door. Possess a fart and send it down to the next area.



FDP07C02

Position your deadly gas just below and to the left of the Chant Suppressor and detonate it when both Sligs are near it. That should take them both out. Now climb down here, then get ready to drop and run. Climb carefully down to the next area.

FDP07C03

When you drop to the platform, run off it immediately, turn, and run to the right.

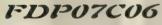


FDP07C04

Jump two mines, then another mine and keep running.

FDP07C05

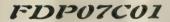
Jump the last mine and either stop on a dime and climb to the platform and from there to the next area up, or run to the right, climb the far edge of the platform and walk to where you can climb to the next screen. No hesitation. No fear. If you're quick, you can avoid being bombed by the Flying Sligs.



Keep climbing.

FDP07C07

Pull the lever, turn, and hop across the gap. Head back to C01.



Grab another brewski, and use a fart to take out the four bombs next to the lever in C07, then grab another brew and return to C07 and through the doorway.

FDP02C08

Hey, you made it to the Main Lobby. Cool. Time to check the map and head right.

FDP02C07

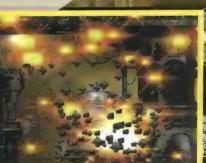
More brew. That must mean more farts.

Notice the Chant Suppressor right next to the Brew Dispenser? A well-laid fart could turn it into scrap metal. What do you say? Then two more farts for the mines back on the upper path on CO8. Next, send a fart through CO8, up, to the right, up, and to the right again to blow up the Slig in front of the entrance to Bonewerkz in CO4. One more fart.

Send this one down and blow up the Greeter in the area below C07. Finally, head back to C08

and up to CO6.











FDP02C06

Walk to the right and into CO5, then up to CO3 where it says "Employees Only" and enter the door.

FDP09C02

In the background, run/roll to the left and pull the lever in CO1, then head back through the door.

FDP02C03

Go through the door labeled "Slig Barracks." You'll be back in P09C02, but this time in the foreground.

FDP09C02

If you're quick, you can sneak across this area before the Sligs return, then sneak across CO1. If the Sligs are gone, run and sneak, finally entering the doorway.



FDP03C01

Head to the left to CO2, then down to CO3. From there, take the lift to CO4.

FDP03C04

Jump in the well to the right. Now in the background, head left until you reach CO7.

FDP03C07

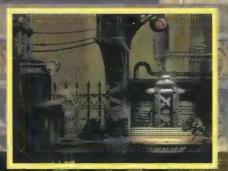
Slap the Ghost Trap to gain the invisibility skill, then pull the lever and jump in the well to return to CO4.

FDP03C04

Walk to the left edge of the area and chant briefly, then run like hell... Keep going until you reach CO7 again. You'll have to jump in CO6 and run/roll then jump quickly in CO7. When you are safely on the ledge in CO7, climb to the next area.







FDP03C08

FDP03C09

Keep going up.

Up again...

FDP03C10

Climb to the lever and pull. Possess the Slig that appears and walk him to the right.

FDP03C11

Make the Slig give the password to lower the barrier. (L2-X, L2-T, L2-S). Walk him to the teleporter and have him pull the lever. Then walk to the right again.

FDP03C12

Walk the Slig off the shelf and start firing. If he gets killed, pull the lever again and send another one this way until all the enemy Sligs are wasted. Then walk him to the right again.

FDP03C13

Shoot any remaining Sligs and then use the possessed Slig to lower the lift.

FDP03C02

After giving the password (L2-T, L2-X, L2-S), walk the Slig off the edge and he'll splatter on the ground below. Now bring Abe here and go through the door.















FDP03C14

OK. It's obvious. Go through the other doorway. And another after the train ride, which takes you to the Slig Barracks.







LEVEL SIX The slig barracks

That's me!

ABB

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Slig Barracks Start



BAP01C02

Run/roll to the left and through the door in CO1.

BAPO1C04

Run/roll to the right.

BAP01C05

When the Slig leaves the screen, roll to the lever, pull it and hoist onto the ledge above it. If you're quick, you should be able to do all that before the Slig can shoot you. Move to the next area.



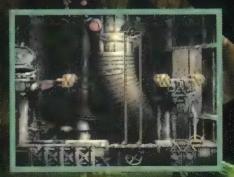
BAPOICO6

When the right-hand Slig has its back turned, roll to the right and off the ledge. You'll end up hanging. Wait until only the right-hand Slig is in the area and has its back turned again, then hoist up and run/jump to the ledge. Pull the lever and take the lift.



BAPOICO7

When the Slig's back is turned, climb onto the platform to the right and run off it. Pull the lever and the Slig will fall to the floor. Immediately climb back up again. Now, when the Slig walks to the right, run off the ledge, then run/jump up to where the Slig was and jump in the well.





BAP01C09

Quit hanging around, Abe, and get moving. As soon as the Flying Slig flies away, climb up and jump across the gaps to the right. Climb behind the barrier and possess the Flying Slig. Fly it upward.

BAPOICIO

The Sligs here have a hair trigger, so you have to fly past them when their backs are turned. (Don't worry. If you lose a Flying Slig, another will show up to be possessed.) Grenade each of the Sligs and fly upward again.





BAPOICII

Destroy the Slig to the left, then pull the lever and destroy the one that falls. Pull the right-hand lever, then fly up on the left to above the remaining Slig. Drop a grenade on him and destroy the Flying Slig as you blow up the Chant Suppressor.



BAPO1CO9

Climb up now that the coast is mostly clear. Keep out of the way of the Flying Slig that chases you.



Run/jump the wide gap to the left or climb and jump the narrower gap, then continue up.



BAPOICII

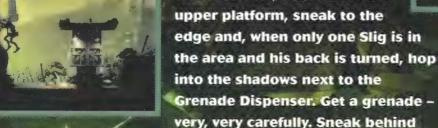
Climb to the door and enter.

BAP01C12

Sneak one step forward, climb and drop to the shadows below when the bottom Slig is not in the area or has his back turned. Then sneak behind him to the next area.



BAPOICI3 When it's safe, climb onto the upper platform, speak to the





the Slig and run/jump onto the ledge. With a careful toss banked against the left wall, and good timing, you can get both Sligs with one grenade. Get another grenade and return to C12.





BAPOIC12

Stand in the shadows to the left of the Slig on the middle platform and toss a grenade straight up (controller back). Go back and get another grenade and use it to take out the Slig next to the exit door. To do so, stand at the left edge of the middle plat-

form and, when he's headed to the left, toss a grenade with the controller back. Crouch as it takes him out, then go turn the wheel to open the door and on you go. But before you do, grab another grenade.

Grenades will explode if you hold them too long. Watch the countdown and toss before it's over: If you want extra control, hold to the last moment, then toss it.



BAP13C14

Good thing you thought to grab a grenade. When the Slig is to the right, crouch and toss it to give them a surprise. If you miss, there's no Chant Suppressor here, so chant to possess them. Then jump to the lift and take it down.



BAP13C15

Turn off the electrical fields. You have to say "Sorry" to each of the Mudokons before they will follow you. Take them back up.

BAP13C14

Position at least three of them in front of the wheel valves. Order them to "Work!" and that will open the door. Now get all the Mudokons onto the lift and take them down to freedom in C15 again. Now exit through the door that opened when you all turned the wheel valves.

If you need to make a
Mudokon move a step in some
direction, stand on the opposite
side and fart. Yes. You heard
me. Fart and be'll move a step
away. This can come in handy.

Slig Barracks Hub

BAP02C01

Check the map. It shows you what areas you must complete next and which well leads to which area. Start with the well labeled 1. Enter the door.





1. Rifle Range

BAP10C01

Take the lift and crouch/roll to the safe place behind the big pipe. Stand and jump, then walk one step to the next pipe. Keep going left.

BAP10C02

Crouch and roll quickly to the area under the Grenade Dispenser. Quickly climb up to the dispenser and grab a grenade. Then hop across and get behind the pipe.

BAP10C03

Use the Mudokon targets to hide behind, and time it so you can get to the left edge and on to the next area. You should be able run/jump/roll to the second target when the Sligs in the distance have their backs turned. Then run/jump to the ledge and to safety behind the pipe.



Hop across the gap and walk quickly to where you have to duck and roll. Then roll from there to the pipe on the left. Continue.











BAP10C05

Quickly jump onto the platform with the Mudokon and toss a grenade to take out the Chant Suppressor. Possess and destroy the Sligs in the background. Now move to the next area to the left.



BAP10C06

Tricky, tricky. Use the cover to roll to the lever on the left. Pull it and say "Sorry" to the Mudokon, but have him wait where he is. Now get down and say "Sorry" to the other Mudokon. Don't



worry, the Sligs may shoot, but they won't hit the Mudokon. For safety, move the lower Mudokon behind the rocks. Make your way back to the lift and lower it. Call both Mudokons to you and have them stand with you in the center of the lift. Bring it up, then run to the right with the Mudokons following.

BAP10C05

Get all the Mudokons to the bottom (say "Sorry" to the one above), and free them. Now make it back to the door in CO6. Back at the hub, take well and door number 2.

2. Workers' Campus



BAP05C01

Jump over the floating mine and roll to the next area.

BAP05C02

Jump the gap when the floating mine is on the way up, then hoist to the ledge when it comes around toward you. Carefully walk to the left and jump to the lift when it's safe. Take the lift all the way down to CO4.



BAP05C04

Jump to the second lift, then go pull the lever to raise yet another one. Walk across it to the right.



BAP05C05

Make your way to the lever in the upper left, pull it, then get back to the Mudokon, say "Sorry," and take him back to CO4. If the floating mines are synchronized, just run past them. If not, be careful.



BAP05C04

Take the Mudokon up to the bird ring and chant to free him. Then take the right-hand lift down.



BAP05C06

Run/jump to the lever and bring up another lift. Take it down and walk to the left in CO7.



BAP05C08

Plenty of bombs to disarm. And a good place for a Quick Save. Run/jump to the left and catch the middle platform. Disable the bomb there. Stand and hop to the left. Disable that bomb, then stand where it is and hop to the





right. Hop again to catch
the upper platform and
disable the bombs there.
Get the Mudokon to follow
you back to C06 and free
him. Return here and continue to the left until you
reach the door in C17.







BAP05C16

Head right, and sneak into the next area.

BAP05C19

Sneak to the ledge, possess the Slig, blow him up in the mine. Nice. Now climb up to the next area... or check out Barracks Secret 1.



BAP05C20

Make your way to the left, through the next area (C21) and through C09 to C10.

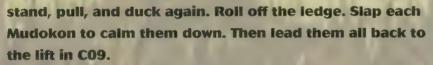


BAP05C10

The two Mudokons will be dropped into laughing gas.

Better disable those bombs first, before opening the bar-

rier. Then jump up to where the lever is and duck when you get near it. When the floating mine is out of the way,





BAP05C09

With the Mudokons in the center of the lift, take it up through C11, past the two floating mines, and into C12.



BAP05C12

The lift won't go any further. Jump across to the right and back to the left until you



reach the upper lift. Bring it down and call the Mudokons to join you on it. Go up, and, in C13, go left.

BAP05C14

Another Mudokon! Chant to free all three and gain the Shyrkull power. Head for the next area.





BAP05C15

What a mess. Well, you know what to do. Chant! Turn into the Shrykull beast and destroy all that hardware. Then turn the wheel valve and get the heck outta here! (If you didn't get the Shrykull power, use exceptional timing to jump between the two floating mines nearest you, then disable

the bombs in front of the wheel valve and the door and leave that way.)

3. Slig Bunks

BAP07C07

After checking the Story Stone, you'll understand that Sligs can detach their top from their mechanical legs. When you walk into the next room to the left, you'll find four such Crawling Sligs.



BAPO7CO6

The easy way to take care
of this situation is to stay here while the Crawling
Sligs go after their pants. Possess the Slig on the
upper platform and then use it to wipe out the
Crawling Sligs. Take the Slig all the way to the right,
to C08, shooting any Sligs you encounter.





BAP07C08

Use the Slig to open the barrier and shoot the Crawling Sligs. Destroy this Slig.







BAP07C06

Back as Abe, climb and turn the wheel valve. Return to CO8.







BAP07C08

Now possess the Flying Slig and take him up to CO9. Destroy the second Flying Slig there. If both get destroyed, don't worry. You can get another in CO9. If



your Flying Slig survives, have him open the barrier by answering the challenge, then take him back down to CO6, where you started, and fly him upward to CO5 and CO4. Destroy all the Sligs in those areas, then destroy the Flying Slig. Climb to CO9 as Abc.

BAP07C09

If you lost your Flying Slig and couldn't complete the instructions above, you can get a new one by pulling on the lever. If you do, drop back to the previous area and possess this one. Or jump across and hang until the Flying Slig leaves, then climb to the top and possess him. Complete the destruction of the Sligs in CO5 and CO4 if not already done, then turn the wheel valve here (labeled B). Return to CO6 and climb to CO5.



BAP07C05

Run/jump to the door marked A and enter.



BAP15C01

Chant to possess the Slig, have it pull the lever to open the door and depossess it. Call the Mudokons to the lower path, then exit the room to the right and return to reset the bird portal. Chant to free the Mudokons and exit.

BAP07C05

Run/jump up and across to the door marked B.

BAP15C02

You can have some fun with Sligs. Before you walk the possessed Slig off the upper path, have him pull the lever and shoot the Slig that drops into the room. You can do this as often as you like. It serves no purpose, but it does let you get some meaningless revenge on all those nasty Sligs that have shot you.



Pull the lever to make a Slig appear and run off the ledge before he can shoot you. Possess him and have him respond to the voice check to turn off the electrical barrier. Walk on the upper path to the left to reset the bird portal and chant to free the Mudokon. Exit.

BAP07C05

Now climb to C02.

BAP07C02

Climb onto the upper ledge when the Slig is away. Sheak to the left to hide in the shadows, then continue into CO1.





BAP07C01

If you don't already have a grenade, get one. When you dispense the grenade, be sure the Slig has its back turned, and immediately sneak back to the shadows to the right. Once you collect the grenade, you can hide in a narrow strip of shadow to the left of the grenade dispenser and toss it. Hold it for a full five count, then toss it up (controller Back). This



should take out the Slig and the Chant Suppressor. Don't toss it too soon, because the Slig will turn and shoot. Be sure he doesn't have time to react. (This is a great place for a Quick Save.) Now you can possess the Sligs below and destroy them. Get another grenade, then go pull the lever and turn the wheel valve. Return to CO2.



BAP07C02

When the Slig turns around and starts to walk away, toss a grenade. It will roll into the next area and that Slig will be chunks. Or, drop to the bottom path and toss one straight up when he's at the far left. Get another grenade, then return and continue to the right.





BAP07C03

Blow up the Chant Suppressor, then chant to possess one of the



Crawling Sligs below. Move him to the right, in front of the device with the big green circle. Press Up on the controller to remove the barriers. After the other Crawling Sligs have left the room, take yours to the small post (a Slig locker) to the left and



press Up again to collect the Slig's pants. If you can, shoot the other Sligs. They may get yours before you can fire. Don't worry. As Abe, now, go turn the wheel valve labeled D. Then get on the upper path again and go get a grenude from CO1.





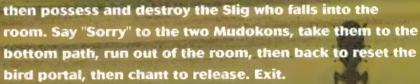
BAP07C02

Toss a grenade to take out any surviving Sligs. Get another grenade, then head down to CO4. Enter the door labeled C.



BAP15C03

Pull the lever to release the electrical fields,





BAP07C04

Enter the door labeled D.

BAP15C04

When you pull the lever, a Slig appears. You can hide in the narrow shadow strip, or simply run for it while his back is still turned. From the bottom path, possess him, then walk him to the security device and use him to turn off the electrical fields. Destroy him and... you know what to do. Release the Mudokons and exit.

BAPO7C04

Climb back up to CO2. You'll notice that all four lights are lit up on the door and it is now open. Enter the door to finish this section.

4. Bombing Range

BAP09C04

Sneak and then jump to the teleporter. Pull the handle when the bottom Slig is away, then carefully climb and sneak to the top ledge. You're safe in shadow once you reach the top. Then sneak and roll to the left, through CO3.



RAPO9CO2

When it's safe, roll down and slap the middle Ghost Trap. Chant to become invisible, despite the Chant Suppressor, then run to the right.



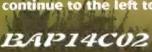
BAP09C03

Stop at the lever and pull it when the agitated Sligs get under the electrical field. You can take them

both out that way.

Return and slap the other two Ghost Traps. say "Sorry" to each Mudokon, then take

them to the bird ring in CO3 and release them. Finally, continue to the left to the door in CO1.

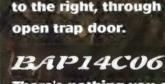


Run/jump to the left.



BAP14C01

Wait until the Flying Slig is up high in the room, then roll down and walk to the lever, pull it and run to the right, through the



There's nothing you can do here right now, so keep going to the left. Keep going until you reach CO3.



BAP14C03

Pull the lever to release a Flying Slig, then jump into the well. You'll land in the cage with the other Mudokon. No problem. Chant to possess the Flying Slig and then fly him to the right.



BAP14C04

Blow up the Flying Slig here. Continue to the right.



BAP14C05

Another Flying Slig to blow up. Go right one more time.







BAP14C06

Pull the lever to release the Mudokons. Go back and pull any levers you find and destroy any Flying Sligs that

appear. When all the and Mudokons have been released and the danger is over, depossess the Flying Slig. Now

the goofy Mudokons will follow you back to C05, where you can free them. Perhaps that's all there is to it. Return to C03, free the last Mudokon, and go through the exit door. Or, return to C05 to check out Barracks Secret 2.



5. War Room

BAP02C01

Now that you have completed all four Barracks areas, it's time to jump to the upper door, which is now open, and begin the Barracks Ender.



BAP11C05

Climb down and check the Story Stone. Then

pull the lever and run/jump immediately to the ledge to the left. Roll to the next area.

BAP11C06

Roll down and pull the lever. You'll drop

below to the Security Fone area, but there's nothing you can do here. Return to C05 and go up.



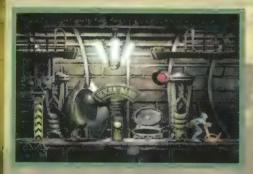
Continue to the right.





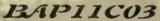
BAP11C01

Run to the lever, pull it, then run and jump into the well before the Crawling Slig can get armed and dangerous. Hang until the top Slig has his back turned, then hoist up and walk forward, ducking into the shadow. Wait again, then roll to the right



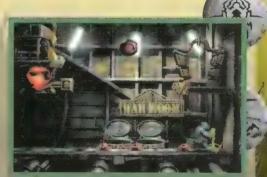
BAP11C02

Jump and run to the lever, pull and run to the well. Roll to the right.



Wait until the Slig leaves the area, then jump down into the well. You'll end

up hanging from the ledge. Quickly hoist up before the Slig can shoot you and wait until he leaves again. Walk off the ledge, take one step to the left, then hop to the right, pull the lever and hop to the left. Jump into the right-hand well.



BAP11C04

What's this? Two Greeters and a Glukkon. OK. Sneak really carefully, avoiding the motion sensors, to the lever. Pull it and sneak back to the well and jump in. Pull the lever, then possess the Glukkon. Have him answer the security challenge and he'll be teleported back to CO3.





BAP11C03

Have the Glukkon call the Slig. Tell the Slig
"Commere" and he'll blow himself up on a mine.

Another Slig will appear. Use the Sligs to get rid of
the mines, then walk the Glukkon off the ledge and
continue to the left until you take him to C01.







Actually, the Glukkon can jump off the ledge and clear the mines, but it's so much fun blowing up Sligs.



BAP11C01

Jump the gap in the floor and continue to the left.



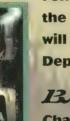
BAP11C10

Walk the Glukkon off the ledge and into C06, and from there, along the bottom path, to C05.

BAP11C05

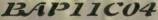
Stand behind the barrier and call Sligs to blow themselves up until all the mines are

gone. Then have the last one pull the lever to lower the barrier. Stand on the trap door to the left and have the Slig pull that lever to drop the Glukkon to the Security



Fone area. Speak to the phone and this

will cause the Slig on the other end to shut off the gas. Depossess the Glukkon and you're be back in CO4.



Chant to open the bird portal, then make your way carefully to it and jump in. You'll be teleported back to the Main Lobby. Next stop, Bonewerkz.







Barracks Secret Screens

Secret Barracks 1

Start: BAP05C19

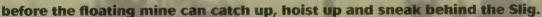






BAP05C24

When the Slig isn't looking, hoist into the shadows. Watch also the pattern of the far mine. When the Slig isn't looking and the mine isn't in a dangerous position for you to hang off the right-hand ledge, hold down the Triangle and hop quickly across, ending up hanging from that far ledge. Then,







BAP05C25

Hide in the shadows, then, when the Slig isn't looking, sneak to the edge and hop three times. You'll land next to the Mudokons. Immediately call them both to you, before they get blasted by another



the Slig and have him destroy the mines in C24, then jump in the well and make your way back here again. Chant from above to free the Mudokons, then enter the well again and head back to the main path.









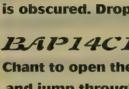
Secret Barracks 2

Start: BAP14C06 Page 106



BAP14C05

On the right side of the area is a small patch where the path is obscured. Drop down there.



BAP14C11

Chant to open the bird portal and jump through.



BAP14C07

Chant to possess the Flying Slig. Have him pull the lever and then start flying immediately to the right while being chased by the

floating mines.



BAP14C09

Get through the narrow gap and continue to the right.



BAP14C10

Have the Flying Slig pull the lever and crash into the mines immediately after. Neat.



BAP14C07

Quickly run and jump through the portal. You'll end up in C10 where you can chant to free the Mudokons, then jump into the well to return to C07. Climb back to C05 and you're done.



Level seven bonewerkz

Mudokons 31

So this is where all the bones go. Abe, you have to shut this operation down. Go back to feeco and take the train to Bonewerkz. That's right, it's time to screw up them werkz.

Stay on track, Abe!

Feeco Depot

From here to the end, all paths lead through Feeco. To get to Bonewerkz, your next stop, you must clear the way as you did before. If you don't remember how, turn to page 89 and read the sections on FDP02C08 and FDP02C07. Make your way to C04 and the Bonewerkz entrance.



FDP02C08

From the Main Lobby, make your way back up to CO4 and the entrance to Bonewerkz. Collect some bones and enter the door there.

FDP09C11

Throw a bone to the Sloggies, then go pull the lever to open the trap door. Hurry before it closes. Jump across the gap and sneak into the next area.

FDP09C12

Throw a bone with the controller down to make the Sloggie run over the pressure plate and turn off the electrical field. Or, throw a bone to land on the switch. Watch out for the Sligs in the distance. Make your way to the exit door and use it. For safety, you can throw a second bone.





If you go into the throwing motion, Slogs and Sloggies will start jumping up and down for a few seconds in anticipation. But you need to throw, or they'll munch you.

FDP04C01

Walk to the right.

FDP04C03

When the Sligs have their backs turned, climb onto the platform, walk forward, and crouch. When you can, run, jump the mines, and roll to cover.

FDP04C04

Run, jump, and roll across the screen without getting shot. Or check out Feeco Secret 2.

FDP04C05

Roll carefully to the lift and take it down through C06 to C07.

FDP04C07

Switch to the left-hand lift and take it up to grab nine bones in C06. Then take the lift down to C08.

FDP04C08 FDP04C09

Run/jump to the left. Throw a bone down, then run/jump to the next upper ledge and continue.

FDP04C10

Throw a bone to the right and start running.

FDP04C11

Jump onto the ledge and continue to the left.

FDP04C15

The Sloggie will follow you back to C11. Throw a bone to the left and then return here and climb to the next area.

FDP04C16

Walk to the right.

FDP04C12

Take the lift up.

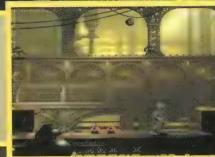
FDP04C13

Pull both levers and bring the two Mudokons down when you return to C12. Leave them there and return to C15.

FDP04C12

Get all the Mudokons on the right-hand lift and take them down to C11 and free them. You'll gain the Shrykull power. Time to fry some Slogs! Make your way back to the exit door in C13 and take another train ride.









FDP04C15

Throw a bone, flip the lever, and return to C12.







Bonewerkz

BWP01C01

Hop across the gaps, avoiding the falling boulder, and pull the lever. Then hop back and take the lift down.

BWP01C03

Between boulders, hop to the right, then run/jump to the ledge to avoid the mine. Continue.

BWP01C04

Sneak to the edge and lower yourself. Immediately run/jump to the ledge when the Slig wakes up. Then pull the lever and stand right in front of it. When the Slig isn't looking, hop onto the lift and lower it.





BWPOICII

Watch the movie, then go through the door labeled "1 Annex."

Annex 1



BWP07C05

Hang from the ledge and wait for the Sligs to start walking to the left, then sneak behind them and hide in the shadows. When they return, sneak into the next area.

BWP07C06

Pull the lever to sound the alarm and stand in one of the shadow areas while the Sligs freak out. This also lowers the barrier in C05. Sneak to C05, keeping to the shadows. Or, before pulling the lever, check out those bottles over to the left. Find





BWP07C05

When it's safe, run to the right and onto the lower path.

Tell the Mudokon to follow you and lead him back to CO6.

BWP07C06

Position the Mudokon next to the right-hand lever and tell him to wait. Hop to the left-

hand lever and tell the Mudokon to "Work." Pull your lever right after he pulls his and two electrical fields will appear and wipe out the two Sligs above. Also, the trap door will close. Chant to free the Mudokon and head back to the right, through C05.



BWP07C07

Run to the right with the Slog behind you.



BWP07C08

Jump on the ledge before you get eaten. Then get some meat and throw it so the Slog gets munched by the boulders. Now you can return to C07 on the upper path. Or, check out Bonewerkz Secret 2.



BWP07C07

Pull the lever to lower the lift. Then return here via C13.

Jump onto the lift and take it up to the exit in C12.



BWP01C09

Sneak to the teleporter and pull the lever, then sneak past the sleeping Slog. Or go in the door to get some bones if you want.



BWP01C10

Roll carefully from cover to cover until you can get to the door and go through it.



Annex 3



BWP02C17

Walk left to the doorway and enter, then walk to the right.

BWP02C02

Make it past the motion sensors while hopping over the mines.

BWP02C03

Get into the mine car and start rolling upward.

Destroy everything in your path until you reach the end of the line in C18. Then exit the mine car and go through the door.



Annex 4



BWP02C04

Walk to the right, then climb and return here on the upper path and continue left.

BWP02C05

Possess the Slig here and take him through the teleporter. Then shoot any Sligs you find as you take him to CO6.



BWP02C06

Have the Slig pull each of the levers, then destroy him and make your way here as Abe. Exit through the door. Note that the doorway in CO4 will take you into the background, in case you forgot something.

Annex 5

BWP02C07

you start in the background. When the Flying Slig has left the area, go through the door and walk up to the first mines. Hold down the Triangle button to hop very quickly over the mines.



Walk to the first mines and start hopping again. Keep the button pressed down and keep hopping until you reach the door in C19. Go through the door.



Amusic 6

BWP02C09

Run/roll to the left.

BWP02C10

Pull the lever to activate the well, then return to CO9 and climb up to C11.

BWP02C11

Head to the right, through C16 and to C14, Sneak into C14.

BWP02C14

Hop over the trigger plate, then run across it to lower the barrier. The Slogs will follow hungrily. Keep going and jump the gap in C11. The Slogs will all fall through it as you hide in the shadows. Don't forget to wait for the slower moving Sloggie to fall as well. Then make your way back to C14, hop over the trigger plate and go in the door, then hop in the well in C10.





Annex 7



BWP03C15

There are three levers on this screen. You must operate each of them to turn off the three electrical fields below. Obviously, you want to avoid the crates. Once you have turned off the electrical fields, head to the right along the bottom.



BWP03C12

Make your way up the platforms without being squashed and pull the lever at the top to open the barrier. Pick up some bones while you're there. Roll to bring the Mudokon to the lower path, where he'll be safe. Make your way across to the opening where the barrier was and enter the next area.



BWP03C11

Go pull the lever to bring up the lift. This also starts some boulders falling. Bring the Mudokons down on the lift. Line them up behind you and time it so you roll under the boulders and they run after you. Now bring all three Mudokons back to this area on the bottom path and down the lift.



BWP03C10

Jump the gap and pull the lever, then call the Mudokons over to you. Tell them to stay where they are. Return to C11 and make your way to the middle path via C12.



BWP03C11

Go right and to the gap on the right of the area that leads down to C10. Climb down.

BWP03C10

Pull the lever to bring up the lift and ride it down.

BWP03C09

Call the three Mudokons onto the lift and take them up to C10. After that, check out Bonewerkz Secret 3 if you want.

BWP03C10

Chant to release all the Mudokons and gain the Shrykull power. Go up the lift.

BWP03C11

Chant to destroy all the mines and to clear the way to the exit to the right. Now make your way back up and to the right side and out to the next area. Be sure you've done everything you want to do here, because you can't get back once you jump down the ledge to the right.

BWP03C13

Chant to free the Mudokons, then make your way to the exit door... Finally, you're done with Annex 7.



BWP03C17

Walk to the right and jump the gap in C18. Go in the door.

BWP04C06

Nasty place here, but nothing you can do except climb. Keep climbing until you reach CO1.

BWP04C24

Walk to the right again.







Check the Story Stone, then lower yourself down the ledges on the opposite side of the brick column you just came up.



BWP04C06

Roll under the saws and avoid the boulders. Go in door number 1.

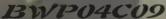


13WP04C07

Slogs... Oh boy. Sounds like some running to do. Yes, take a flying leap and run to the right.

13WP04C08

Jump onto the ledge and keep running.



Nice Slogs. Nice Slogburger. Good saw, Onward, Abe.





13WP04C10

Go under the saws and up onto the ledge. Operate the wheel valve and watch the pressure gauge drop. When the saws have stopped, pull the ring to open the barrier and enter the doorway.



BWP04C06

Looks familiar? This time, climb up on the right side.

BWP04C03 Enter door number 2.





Use the meat to take out the mines. Try throwing from different positions and different trajectories. Collect more bones when you're done.



You can stand under the mines on the upper path and tess straight up to destroy them.

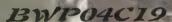
BWP04C17

Stand to the left and throw a bone down to take out the first mine, then move forward and throw down again to take out the others. When you throw close to the falling crates, move away after throwing, or you might get munched. Jump the gap and continue to the right. Before you enter the next area, crouch and toss a bone to detonate mine there, then continue.



BWP04C18

Carefully use the meat to take out all the mines here – above and below. Then continue to the right.



Take out the three upper mines with straight up throws. Then take out the other two with a long throw and a high

throw. Get more meat before climbing to the upper path and returning to C18. Or, check out





BWP04C18

Operate the wheel valve to shut off more power, then enter the door.





Back here again? Well, nothing to do but climb one more time.

BWP04C01
Enter door number 3/4.



Boiler Door 3/4

BWP04C12

Sneak to the left. Careful not to wake up the nasty Slogs.

BWP04C13

Climb to the upper platforms and continue up.

BWP04C14

Run and operate the wheel valve. Then return to C12.



BWP04C12

Walk under the left-hand platform and call the Slogs.

Once they are running around, lift yourself onto the platform as they jump down to get you. Then jump from platform to platform and climb up.



BWP04C15

Make your way to the left and enter the door.

Obviously, Abe, try not to get squashed.



BWP04C14

Turn the wheel valve. Then return the way you came.

To get back, run/jump from the first platform. Time it so you don't get hit. Be careful not to have any extra forward momentum when you land. Then crouch and roll off the edge to land on the lowest platform. Finally drop back down to C12.

BWP04C12

Throw a bone to the left. Throw high so it lands on the ground, then exit through the door while the Slogs are busy.

BWP04C01

One more door, all the way at the bottom...

Climb down to C06.

BWP04C06

Enter the door marked 5.

BWP04C21

Walk to the right.

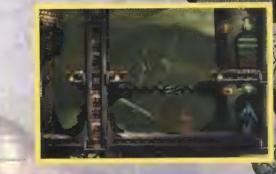
BWP04C22

Operate the wheel valve. Uh oh. Did you do something naughty? Here come the Slogs! Better return to C21 and jump in that well.

BWP04C23

Slogs! Better run. Keep running until you get to the ledge and the doorway in C25.

You know what to do.











Bonewerkz Ender









BWP14C10

Nice offices. If you like saws. Roll under carefully and jump through the well.

BWP14C01

Run, rock 'n roll to the right until you reach C04.

BWP14C04

Jump onto the ledge before the Slig sees you. Then continue to the right.





BWP14C06

Jump over the mines onto the platform and jump into the well. But be ready for some fast action.

BWP09C09

Hit the ground running to the right and jump onto the ledge. No

time to waste here. Now chant to possess the Glukkon. Use a Slig to open the barrier and take it with you to the right.





BWP09C17

Go up the lift and give the kill command to waste the Slog. Now go down and talk to the machine to teleport.



BWP09C14

Open the barriers, shoot more Slogs. Keep giving the order to kill until the Slogs run out. Go down again.



BWP09C07

Tell the Slig to go back up on the lift and walk the Glukkon to the right to drop down. This way, unless you want to



shoot more Slogs, you avoid one whole kennel.
Now call for another Slig

and have it shoot still more Slogs. Don't waste time. The drills are going to get closer and closer. Go down the lift.



BWP0908

Kill more Slogs before the drills get the Glukkon, then continue.





BWP09C15

Talk to the fone and the timer starts.

Depossess the Glukkon and take control of Abe again.





BWP09C09

Duck quickly through the door.







BWP09C15

Roll under the saws and continue.



BWP09C13

Pull the lever to drop some drills on the Sligs, then jump in the well.



BWP12C02

Run to the right.





BWP12C01

Save 9 Mudokons here and pull the lever. Return to CO2 and go through the open door, back to Feeco Main Lobby.

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<u>Feeco Depot</u> Secret Screens

Secret Feeco 2

Start: FDP04C04

Page 114

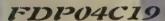


FDP04C04

When the Sligs aren't looking, sneak forward and climb down next to the bottles.

FDP04C18

From a position two steps to the left of the ledge, hop to the ground when the Sligs aren't looking, then quickly roll into cover. Roll behind the column to the right, then jump in the well when you can get there.



First, get the Slog to follow you all the way to the right, to the next area.

FDP04C19

Return to C19. Notice the colors of the pressure plates.

The two pressure plates in C19 (orange and red) activate the barriers in C20. The two plates in C19 (green and orange) activate the green barrier in C19 and the orange one in C20. When you call the Mudokon toward to move to the right, he will step on first the orange pressure plate, then the red one. The second important secret to this puzzle is that the Slog will not attack the Mudokon when he's working. So... once the Slog is trapped, bring the Mudokon to the right and stop him before he steps on the red pressure plate.









Tell him to work. Go get the Slog and trap in in C19 all the way to the left.

Now you can take the Mudokon back to C20 and free him. Jump in the well in C19, make your way past the Sligs in C18 and you're done.





Bonewerkz Scuret Screens

Secret Bonewerz 1

Start: BWP07C06 Page 113

13WP07C06

Walk to the left and push up on the controller one step from the left wall.

BWP07C19

When the Slig is heading left, pull the lever on the teleporter. Immediately hop to the right and pull the next lever.

BWP07C20

Once again, hop and pull a lever. In the background, slap the Slig and run/jump to the right onto a ledge with another teleporter and lever. Go.

BWP07C21

Run off the ledge into a teleport which takes you to another teleport in the upper right. From there, teleport to the background. Possess the Slig and take him through the teleporter to the background, walk him back to C20 and blast the two foreground Sligs. Deposess the Slig and take Abe back to take care of the Mudokons and free them. Then jump in the well to return to C19 and through the door.



Secret Bonewerz 2

Start: BWP07C08 Page 115

BWP07C08

Roll under the wall where the boulders are falling.

BWP07C15

Run/iump across the gap and pull the lever. Then chant to free the Mudokons and return to C08, and from there to C07 on the upper path.

Secret Bonewerz 3

Start: BWP03C09
Page 119



BWP03C09

you can access this secret area two ways. Either work your way around from C10 on the left side and drop off the ledge, or run/jump from the right side of C09 and land in a well. It will

send you back to the ledge on the left. Drop off and you'll end up in a secret area.



BWP03C22

Run to the left.





BWP03C20

Climb, hang, hop and hang. When the Slig is turned away, pull the lever to release a drill on him and raise the lift. Immediately bring it up, get the Mudokon to follow you, and head back to the right. Do not pull the upper lever.



BWP03C22

Chant to free the Mudokon when the saws are in a safe position, roll under the saws, and jump into the well.



BWP03C21

Jump in the well to the right to return to then make your way back up to C10.



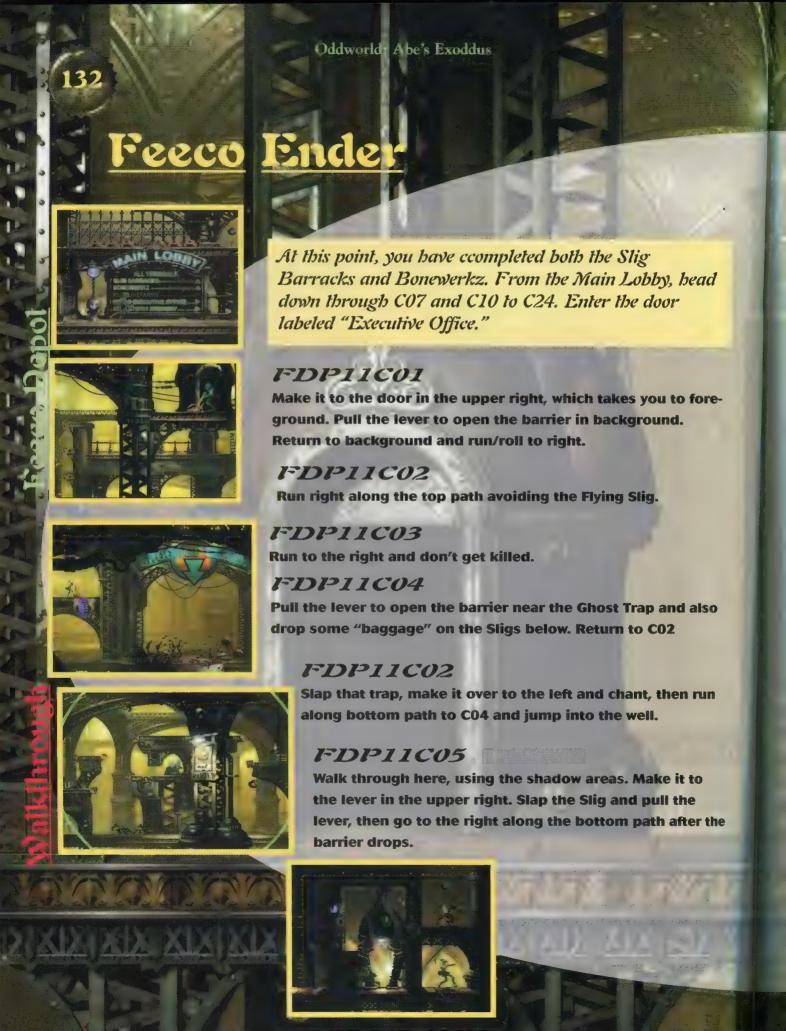




LEVEL FIVE A KETURN TO FEECO

Back to feeco again. This time is the last time, though, Abe. Shut down feeco and then move on to the Brewery itself. You're almost there!

Time to Deliver!



FDP11C06

Wait until the Slig is on the left, hop to the lever and pull it to bring up a barrier. Walk to the right into the bathroom – Glukkon's office.

FDP11C07

Jump onto the ledge and possess the Glukkon. Have him talk to the machine to teleport.

FDP11C06

Call for help and use a Slig to open the barrier. Move on to the left.

FDP11C05

Get the Sligs to kill each other. Then teleport to C08.

FDP11C08

Use the security fone.

Use All a ya to and kill 'em to make Sligs kill each other:

FDP11C07

Back as Abe, run as fast as you can back to C05 and into the door.

FDP15C02

Run/jump to the left.

FDP15C01

Free 10 Mudokons, then go back through the door in CO2. You're back in the Feeco Lobby. From here, head down to CO9 and you'll find the door leading to the Brewery is now open.













Brewery Path

FDP02C08

From the Main Lobby, go down and to the left to find the entry to Brewery in CO9. Enter the doorway. Or, check out

FDP05C01

Roll to the left.

FDP05C02

Operate the wheel valve to lower the barrier. Now climb down. There's nothing you can do for those Mudokons on the other side of the wall.

FDP05C03

Tell the Mudokon to follow you, then tell him to work. He'll lower the two barriers. Chant to free him and jump down and into the doorway.

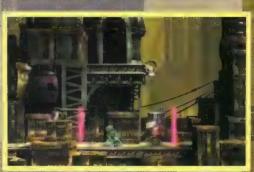
FDP10C04

Oh, no. Greeters! Make it past them and continue to the left.

FDP10C05

Greeters and Sligs! Roll when its safe, and hide behind cover until you can get through this area.





FDP10C06

When the motion sensor is to the left, run and jump to the shelf as fast as you can. If you're quick, you'll make it. Go through the door.

FDP05C07

After you check out this situation, walk onto the lift and go up.

FDP05C08

Read the message on the Story Stone if you like, then run/jump to the left and keep climbing.

FDP05C09

Pull the lever, then go grab a brew and possess a fart.

Send it up to the next area and blow up the Chant

Suppressor there. Now take the right-hand lift up.

FDP05C10

Roll under the little cage and then possess the Flying Slig. Fly him to the right.

FDP05C11

Get rid of all the mines with the Flying Slig's grenades, then continue.

FDP05C12 & FDP05C13

More mines. When they're all gone, you're done with the Flying Slig, too. Now return to C13 as Abe and pull the lever to raise the lift. Then go down.

FDP05C02

Hey, remember these guys? Get them all onto the first lift, bring them up, then get them onto the second lift and take them back to C10, and from there to C07.

FDP05C07

Bring the Mudokons to the wheel valves and tell them to work. The barriers will come down. Now go pull the lever to the right and the lift will go back up. Call the Mudokons to the lower path and chant to free them. Then go in the door on the bottom left. Go through the doorway in C14 and take another train ride. This leads to the Brewery. Is that good or bad, Abe? Time to find out.









Feeco Depot Secret Screens

Secret Feeco 3

Start: FDP02C08

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FDP02C09

Find the hidden ledge to the left of the area and climb down.

FDP02C17

Go to the bottom and avoid a pair of greeters. Jump in the well.

FDP02C23

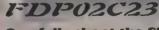
Just as the Slig reaches his right-most point, enter the door and then sneak behind him. Climb to the ledge. Don't make him shoot! Sneak to the left.

FDP02C22

When both Sligs are turned, hop to hang in the shadows. Then drop, again when the bottom Slig is turned. Now sneak behind him to the left and, when both are turned, sneak, hoist and pull the ring to drop the Slig to the bottom. You drop, too, so stand very still. When it's safe again, sneak back to the upper path and possess the Sligs. Take the survivor and pull the lever, then take him through the drill to the right.







Carefully shoot the Slig and depossess or destroy the Slig you have in the saw in C24. Come get the Mudokons. Take them through the saw in C24 one at a time, then free them. Return to main path.





The Brewery

BRP16C02

You start in the background. Walk through the door, then walk to the right of the area. Say "Hi" to wake up the sleeping pantsless Slig. Then duck to the right.



BRP16C03

Climb to the lever and pull it when the Slig comes into the area. Now possess the Slig and take it up the lift.



BRP16C04

When the other Slig turns its back, dock the lift and shoot. Depossess your Slig and come up here as Abe to down a brew. Return to CO3.



BRP16C03

Possess a fart and send it to CO2 and blow up the Chant Suppressor there.



BRP16C02

Move to the background and possess the Glukkon. Walk it to the security machine and tell it to "Do it!" Walk to the right.

BRP16C03

Tell the machine to "Do it" and the lift will rise. Once again tell the machine to "Do it" and deposess the Glukkon.

Return to CO4 as Abe and jump in the well.



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Brewery Hub 1

This is the central nexus of the Brewery. You're almost there, Abe. Start with the door on the upper left.





Zulag 1

BRP01C01

Walk to the right.

BRP01C02

When the Slig is away, roll carefully across the trap doors.

When you roll off the second trap door, you'll end up hanging off the ledge. Hoist up and carefully sneak behind the Slig to the next area.



Join the Slig in the shadow, then, when he leaves, roll through the cage and carefully jump over the mine to hang off the ledge to the right. Keep going.

BRP01C04

Roll to the first mine, then, when the trap doors just come up, hold down the Triangle button to hop quickly over all the mines and trap doors. Continue to the right.

BRP01C05

Roll through the tunnel when the Slig is gone, then run to the right. You'll catch the ledge. Then climb to the upper path.









BRP01C06

Pull the lever to call a Glukkon. Possess the monster.

Now you have a boss at your command. Use the Glukkon first to have one Slig kill another, then get the remaining Slig to follow you onto the lift. Tell him to "Do it!" and go to the upper path. Take the Slig to the left.





BRP01C05

Make the Glukkon jump

the gap. The Slig will not make it. Such a pity! Continue to the left.

BRP01C04

Tell the machine to "Do it!" That opens the barrier. If you need another Slig for some reason, yell "Help!" here. Tell the Slig to follow and continue to CO2.

BRP01C02

Open another barrier and lure the bottom Slig off the ledge. Then continue.

BRP01C01

Jump over the mines. The Slig will follow and blow both himself and the Glukkon up.

BRP01C06

If you didn't bloomup both mines in CO1, you need to take another Glukkon there to finish the job. However, be sure to lower the lift first. Once you have gotten rid of both mines in CO1, take another Glukkon there.

BRP01C01

Using the Glukkon, talk to the machine and tell it to "Do it!" Jump onto the trap door as it opens.

BRP01C09

Keep going down by talking to the machines and jumping through the trap doors.





BRP01C07

Yell for help, then have the Slig pull the lever to open the trap door. Call for another Slig, have them face each other, and tell them both to "Kill." Now depossess the Glukkon.

BRP01C06

Bring the two Mudokons all the way to the left, then down the trap doors the Glukkon just used.

BRP01C07

Take them to the right and free them. Work the wheel, Abe, and return to the Hub.

Zulag 2

BRP02C16

Run to the right and through the door in C15.

BRP02C09

Walk to the right and take the lift in CO1 down past CO2, to CO3.

BRP02C03

Run past the electrical barrier when it's off and walk to the right along the lower path.

BRP02C04

Jump the mines.

BRP02C05

Run/jump the mines here and in the next area.

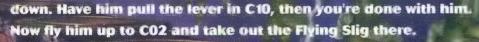
BRP02C07

Face to the right and pull the lever. Run to the next area to the right.



BRP02C08

The Flying Sligs won't follow you here. Possess one of them. If both survived, use one to kill the other. Then use the Flying Slig to take out all the mines in the areas you just passed. Take him through the bottom electrical field in CO3 and then





BRP02C02

Fly your Flying Slig up the right-hand opening and follow the cage to C12. Pull the lever to start an electrical field and wait for another Flying Slig to appear and electrocute itself. Then turn off the field and return to C02. Now fly up the left hand path all the way to C13.





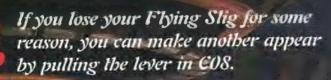






BRP02C13

Destroy the Flying Slig here and pull the lever. Depossess the Flying Slig.



BRP02C08

Now, back in your own body, go to CO3.

BRP02C03

Go to the right along the upper path to CO4.

BRP02C04

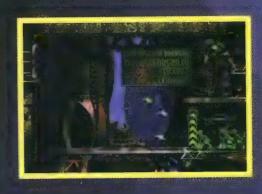
Go through the door here.

BRP02C13

Chant to free the Mudokons here. Return to C03 and collect the Mudokons there. Lead them to C07 and free them. Continue to the right, to C14.

BRP02C14

Use the while valve to open the door. You're done here.







Zulag



BRP12C01

First challenge: Roll under those saws. You're on your own here. Good timing is what you need. Then make your way to the lever and turn the nasty machines off. Then you can move on to CO2.

BRP12C02

Roll under more saws and continue.

BRP12C03

Just hesitate an instant, then roll under these saws and continue.

BRP12C04

Roll when it's safe (that's a joke!) to the fourth drill, hesitate an instant, then roll under the rest of the drills and continue.

Notice that the first three drills are in synch.

BRP12C05

Roll under the drills and climb to the upper Mudokons. Say
"Sorry" to them to get them to stop, then show your sympathy
to the others below, or continue along the upper path and come

back to do that. Turn off all the saws in the previous areas, then take these Mudokons back to CO1, carefully getting them under the now slow-moving drills.



BRP12C01

One of the Mudokons will stop by the left-hand wheel valve. Go to the other, tell him to work, and then operate the right-hand valve. Chant to release the Mudokons and you're outta here.

BRP18C02

After checking the Story Stone for a clue, drop down to CO3.



You might want to explore a little, but what you need to do is head to the left.

BRP18C01

Carefully drop down and head to the right, avoiding the motion sensor

BRP18C03

Avoid the two Greeters and continue to the right.

BRP18C04

Pull the lever to lower the barrier. Get the two Mudokons to the left and raise the barrier again. Slap them, then tell them to wait. Now make your way past the Greeters again and return here on the upper path. Pull the lever to spawn the Slig, then lower immediately to hang off the ledge. When the Slig drops to the floor, hoist up. Now, tell the Mudokons to work and they Il lower the barrier. By the

time they do, you should already be chanting to possess the Slig. Take the Slig to shoot all the

Greeters. Careful not to let them get too close, as they explode when they are destroyed. Finally, collect all the Mudokons and free them in CUI from the upper tunnel. Now, drop down to the area below. The ledge is next to the out-of-order well.













Zulag 4

BRP18C05

Wait! Don't pull the lever yet. Move to the right.

BRP18C07

Jump the gap and roll to the right.

BRP18C08

Pull the lever, then roll back to CO7. Jump the gap and the Sloggies will fall. Return here and pull the second lever. Run to the right and hang. When the Slig drops to the bottom, climb up and possess him. Have him pull the lever and immediately say "Here boy" to the Slogs and Sloggies, before they munch the Mudokon. Then have him lead the Slog pack back to CO7.





BRP18C07

Shoot the Slogs. To get rid of the Sloggies, run back to C08 and then here again. Pull the lever to toast em. Bring all the Mudokons (including the one in C05) to C08 and free them, then exit through the door.

BRP19C01

Starting in the unckground, roll to the right.

BRP19C02

Climb to the next area.

BRP19C03

Keep climbing, then roll to the right.

BRP19C04

Run/jump to the middle ledge with the lever and pull it. Face left and chant immediately to possess the Slig. Use



it to blast the Greeters and depossess. Move on to the right



BRP19C05

When the upper Slig turns its back, roll forward a short distance and stop. Keep this up until you reach the ledge. Stand and hop across the gap into the shadows and wait again for the Slig to turn. Now sneak forward and hop

again when both Sligs are facing away. Keep this up until you reach the bottom, then go pull the lever to activate the well. When the Sligs aren't looking, hoist up and jump into the well. Run quickly through the door, because these Sligs will still shoot you if you linger.

> If you chant a moment, you'll freak out the Sligs and you can bop across the gaps and climb the ledges without much trouble.



BRP19C04

After a short movie that thickens the plot, you end up back here. Roll to the left.

BRP19C03

Pull that lever and release those poor Mudokons. Now leave them and drop to the area below.



Pull the lever to drop a Slig, then immediately lower and run to the left. He'll follow you.

BRP19C01

Jump in the well and... now you can possess the Slig. Use it to open the barrier (L2+T-X-T-T-S) and get rid of it. Return to CO2.

BRP19C02

Drop down the ledge to the right and greet the Mudokon in the background. He'll give you the healing power. Go back to CO3.

BRP19C03

Chant to heal the Mudokons, then get them to follow you down to CO1. Free them and operate the wheel valve to open the door. Go through it.









BRP14C08

Walk to the left and through the door.

BRP14C07

Keep going to the right, until you reach CO2.





BRP14C02

Sneak behind the two Sligs to the middle shadow and use the ring to drop them through the trap doors. Say "Sorry" to the Mudokon to stop him from pulling the lever. Continue on the upper path.





BRP14C03

Say "Sorry" to the Mudokon, then jump back to the right. The Sloggies will follow. Tell the Mudokon to work to raise the barrier. Then stand in the middle, under the ring and tell the Mudokon to work again. Jump immediately and pull the ring to drop the sorry little Sloggies through the trap door. Move to the left, again on the upper path.

BRP14C04

Run/jump to the left, releasing some bones, then onto the platform with the Mudokon. Run/jump back the other way, collect some bones, and throw to the left, right through the tube. Go pull the lever while the Slog is busy, then flip the lever again and throw a bone to the right. Run back to CO3 and use the trap door to get rid of the Slog. Now collect all three Mudokons and lead them back to CO1.



BRP14C01

Position each Mudokon next to a wheel valve and you take the fourth one, Abe. Give the work order and the door will open. Now take them all back to CO5 and chant to free them. Then return here and go through the door. Back at the Hub go through the final door.



Zulag 6

BRP05C10

Make your way up and to the left, then go through the door in the next area.

BRP05C06

Head to the right and through the next door.

BRP05C03

Make your way through the electrical fields. Go tell the Mudokon who is operating them, "Sorry," and then pull the ring to lower the barrier. Take the Mudokons to the next area.

BRP05C02

Chant to free the Mudokons, then go through the teleporter.

Move to the left.

BRP05C01

Pull the lever to fire up the well. Make your way quickly through the electrical fields and jump into the well. By this time, the Mudokons will be fighting and you must yell "Stop it!" to make them quit, or they'll all fall into a serious depression and commit suicide. Leave the Mudokons here and take the lift to CO4.

BRP05C04

Run to the right when the electrical fields are down. If your timing is good, you'll clear the trap doors.

BRP05C05

Jump into the well before the Slig can fire.

BRP05C08

Check the screen for instructions, then use the lever to electrocute the Slig above.

You'll know it when you get him. Move to the left.



BRP05C09

Take them to CO4.

Say "Sorry" to the Mudokon and check the screen. It will show you the state of the electrical fields above. If they are on, pull the lever to turn them off.

Otherwise, take the Mudokon to the left and chant to free him. Then jump back in the well and go retrieve the Mudokons you lyn down in CO1.











BRP05C04

Position the Mudokons on the right-hand trap door, tell them to wait, then go back down the well in CO5 and pull the lever in C09. Then you can take them to freedom in CO8. Return here on the upper path and turn the wheel valve to open the door. That's it. Leave already.



Zulag 7

BRP06C01

Get under the saws, then call the blind Mudokon. If your timing is good, he can clear the first saw easily. If not, tell him to wait and guide him step by step past the saws and go right.

BRP06C02

Collect the second Mudokon and bring the two down to the next path and leave them there. Take the lift down again.



Carefully lower the lift past the horizontal saw, then guide the Mudakon past the two vertical saws. Take him up to join the other two in CO2.

BRP06C02

Take the three Mudokons to the right.

BRP06C03

Grab some bones from the sack and go down.

BRP06C05

Tell the Muricions to follow you and immediately throw a bone, then run to the ring on the left and pull it to raise the barrier. Go down the lift.

BRP06C06

Oncy again, tell them to follow, toss a bone, and run for the ring. Down the lift.



BRP06C07

You know what to do. Get them started, throw, and hit the ring when they're safe. And go down again.

BRP06C08

Yet again. This time head to the right.

BRP06C09

Get the Mudokons on the lift and go up. Then head to the right.

BRP06C10

Chant to free the three Mudokons and gain the Shrykull power. Head back to CO9 and down on the lift.

BRP06C12

Three slobbering Slogs. Give 'em a taste of Shrykull and then head to the right.



BRP06C13

Free the five Mudokons and return to C10. Turn the wheel and you're done here.



BRP03C01

Walk to the right.

BRP03C02

Pull the lever and run back to CO1. Jump on the ledge, then run/jump back here and up to the ledge to the right. Continue.

BRP03C03

Walk to the right.

BRP03C04

Pull the lever and run. Repeat the run/jump strategy you used previously (but don't jump from the ledge on your way back here) and continue CO6.



BRP03C06

This time, when you pull the lever, only a little Sloggic appears. Jump over the Sloggic and continue to the right.

BRP03C11

First, turn the wheel valve to open the door. Then pull the lever to release a Flying Slig. Possess it and use it to blow up all the Slogs and the Sloggie. Continue to CO2.



Bank a grenade from the right off the wall to get the Slogs below without any trouble.

BRP03C02

Fly up where the arrow is.

BRP03C07

Pull the lever to lower the barrier and blow up the Sloggies here and in CO8. Fly down into the cage in CO2 and pull the lever to release the Mudokon from the cage.



BRP03C08

Pull the lever and blow up the Slogs, then fly down to CO3 to pull the lever and release the Mudokon. Go back up and continue to the right.

BRP03C09

Pull the lever, then fly down and release another Mudokon.

BRP03C10

Take out the half-hidden Slog and fly through the tube and down to CO5 to release another Mudokon. Then depossess the Flying Slig.



Go collect the Mudokons and bring them back to CO1.

BRP03C01

Chant to free the Mudokons. Some Sloggies will wake up, finally, and give chase, but you can easily outrun them.
Run to C11 and into the exit door.





BRP17C01

First, tell the Mudokon to work. He'll pull the lever to open the trap door to the left. Then get in position to jump and roll through the opening before the Slig can react. You'll fall quite a distance, but land safely in a couple of wells.



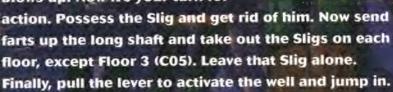


BRP17C06

Carefully lower yourself when the Slig isn't looking and sneak quickly to the shadow. When the Slig has his

back turned, roll to the shadow area next to the Brew Dispenser. Again, when the Slig isn't looking, grab a brew, then roll back to the shadow and climb to the ledge again. Fart directly under the Chant Suppressor and crouch in the corner while it blows up. Now it's your turn for







BRP17C01

Pull the lever to let the Mudokon out, then position him on the left-hand trap door and pull to drop him. Run through the opening and drop with him.

BRP17C02

Position both Mudokons on the trap door and pull the lever.

BRP17C03

Ok. Looks like you'll need a Glukkon to open this trap door. Good thing the Executive Offices are right here. First position the Mudokons on the trap door, then go in the right-hand door.



Walk to the left.

BRP17C13

You should have one deadly fart left. Use it to take out the Slig.
Then collect another brew and use a fart to take out the Chant
Suppressor in CO9. Return to CO9.



Pull the lower lever, then the upper one and possess the Glukkon that appears. Have him take the Slig with him back to C13.



Talk to the machine and the Glukkon will be teleported to...







BRP17C03

What do you know? Have the Glukkon talk to the machine and the trap door will open.

BRP17C04

Have the Glukkon open another trap door and drop through.

BRP17C05

Because you didn't destroy the Slig here, you can have the Glukkon make it pull the lever to open the trap door. Then walk the Glukkon down and use the machine to open another trap door. Walk him down again, but have the Slig follow and drop down the trap doors, too.



BRP17C06

One more machine to talk to. One more trap door, then depossess the Glukkon, leaving the Slig at the bottom of this area.

BRP17C09

Done here. Return to C13 and through the door. Get another brew if you don't have one.

BRP17C03

Now go through the left-hand door.

BRP17C08

Walk to the right.

BRP17C12

Pull the lever and possess the Glukkon. Back to C08.

BRP17008

Use the Glukkon to open the upper barrier and the exit door. Then call the Slig and have him pull the lever, which causes an electrical field to appear. Tell him to kill and he'll start firing and fry himself, leaving the coast clear for



you. Depossess the

Glukkon, go collect the Mudokon and free him in C12, then exit.



BRP17C03

Finally, enter the door on the lower left.

BRP17C10

Walk to the left.



BRP17C11

Pull the lever and run/jump to the ledge, then possess the Glukkon. Take the Glukkon down to the machine and open the trap door. Call the Slig and have it fall through. One Slig down. One Slig to go. Move to C10.

BRP17C10

Have the Slig operate the lever, then call him down through the gap. Take him back to C11 and drop him through the hole, then do what you want to get rid of the Glukkon. Come back as Abe and collect the Mudokons. Free them in C11 and exit.



BRP17C03

Rejoin your Mudokons, who should be waiting in CO4 by now.

BRP17C04

Take the Mudokons all the way down to C07, collecting another in C06. Then open the barriers and chant to free them. Go through the door.



BRP21C01 Walk to the right.

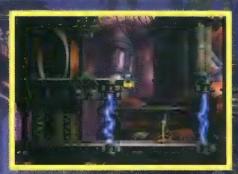
BRP21C02

Slap the Mudokons to calm them down, then lead them to C01.

BRP21C01

Tell the Mudokons to wait, then climb up to where the lever is and pull it. Chant immediately and the Mudokons will all escape. Then run like hell to the right and back to CO2 along the upper path. The Fleeches will be in pursuit.





BRP21C02

Leap to the lever, pull it, then run/jump back to the ledge and through the now-open door.



BRP2IC14

Operate the wheel valve and when the door opens, exit. You'll return to the hub.



Zulag 10 BRP10C19

Roll to the right and enter the door in C17.

BRP10C18

Run to the right until you reach CO4.

BRP10C04

First, go through the door and pull the lever in CO5 to turn off the electrical fields. Return here and jump on the ledge and pull the lever. Possess the Slig and run him to the right. Keep running until you reach CO7.



BRP10C07

Shoot the Sligs and move on.

BRP10C08

Use the lift to go down.

BRP10C09

Teleport the Slig to C10.

BRP10C10

Teleport again,

BRP10C11

From the background, shoot the three Sligs, then teleport back to C10.



BRP10C10

Walk the Slig to the left,

through CTT and into C12. Walk off the ledge there.



BRP10C13

Use the teleporter.

BRP10C14

Shoot some more Sligs and teleport back to C13, then continue to the right, now in the foreground. Pull the lever to lower the lift and ride it up.



Walk to the left and use another teleporter in C16.





BRP10C04

Finally, this Slig's odyssey is almost over. When he pulls the lever to the right, the electrical field disappears... oh, but all those saws start. Look's like Abe's got quite a journey ahead of him. Jump down and head to the right. Go all the way to CO8, rolling under the saws.

BRP10C08

Use the teleporter, collect two Mudokons on the upper path, free them, then return using the teleporter. Bring up the lift and carefully take it down.

BRP10C09

Careful again! Use the teleporter.

BRP10C10

Collect the Mudokon from C11 and get him through this saw. One way is to walk one step into the area with him behind you and chant when the saw is out of the way. At any rate, free him and continue to the left.



BRP10C12

Roll down to C13 and head to the left. Collect the Mudokon in C14 and free him. Ride the lift in C14.



Bring the three Mudokons in C16 here and have them work the wheel valves to open the door. Then take them down the lift and free

them in C10. You know what to do... Return here and go thorugh the door.

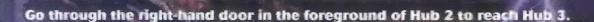














Brewery Hub 3



Zulag 11

BRP09C14

Run/jump to the right.

BRP09C01

Climb and pull the lever, then possess the Flying Slig. Fly it to the right.

BRP09C02

Fly around and down.

BRP09C03

Take out the Flying Slig here.

BRP09C04

A well-placed grenade finishes this Slig. Keep flying down until you reach CO6.

BRP09C07

Take out the Sligs here and in COB without getting shot by the Sligs in the background.

BRP09C08

After getting rid of the Sligs in the foreground, fly up past the lift.







BRP09C09

Take out the Flying Slig before he gets yours. Pull the lever and then depossess.

BRP09C01

Possess another Flying Slig and have him pull the lever in CO2 to raise the lift, then depossess him and head that way.



Talk to the Mudokon to get the healing power and then go down. Heal the Mudokons in C03, C04, and C05. Then take them all the way to CO8. Roll from cover to cover when the Sligs' backs are turned.

BRP09C08

Roll quickly to the lift and don't let the Slig get a shot at you. Then ride up with the Mudokons to C09 and walk to the right.

BRP09C10

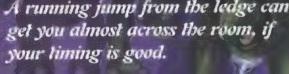
Chant to free the Mudokons, turn the wheel valve, and go through the door.

Zulag 12

BRP11C01

Get past the Greeters and head left.

A running jump from the ledge can get you almost across the room, if your timing is good.



BRF11C02

Go get some brew and send a possessed fart back to CO1 and take out the Greeters. Then send another possessed fart through the upper passage to the left. Take out the Chant Suppressor in CO3. Get another brew and continue.



















BRP11C03

Roll, then sneak behind the Slig and climb the ledges. Possess the Slig and let him go. Send a possessed fart to the left and destroy the Slig in CO4. Get another brew and continue.





BRP11C04

Climb the ledges and turn the wheel. Drop through the gap where the arrow points down.

BRP11C06

Say "Hi" to the nice Sloggies. Get them all riled. Then possess another fart and send it to the right to destroy the top Slig there. Continue that way.

BRP11C07

Possess the bottom Slig and have him answer the challenge from the security machine. When the Slogs show up have them follow to the right.

BRP11C09

Use the Slogs to attack the Slig on the other side of the barrier. Neat, huh? Call the Slogs back and shoot them, then deposites the Slig.



Jump into the well on the left of the area.

BRP11C05

Say hi to the Mudokon to gain the healing power and make your way to C09.

BRFMC09

Turn the wheel valve to release the Mudokons, then use the healing power to bring them back. Take them to C06 and free them, then jump into the upper well and make your way back to C01 and the exit door.







Zulag 14

Wait! What happened to Zulag 13? Read on and pay altention, and maybe you'll find out!

BRP20C01

Lots of Mudokons in a cage. Trap doors. Hmm. Pull the lever and walk to the right.

BRP20C02

Uh oh, Now you have wired Mudokons. Oh well. Lead on. Keep going to the right.

BRP20C03

The trick is to get all these crazy guys through the barriers, while you get through at the same time. Not too hard.

BRP20C04

Oh. This is more difficult. Get past the electrical barriers and take your friends along with you. Very carefully avoid stepping on any of the pressure plates.



More barriers. By going back and forth, you can get all the Mudokons through.

BRP20C06

Careful through these electrical barriers.

BRP20C07

Get the Mudokons to the last barrier, then keep going to the right.

Double back here from CO8 and use the last pressure plate to

spring the Mudokons. Take them to the lift in CO8 and up to CO9.

BRP20C09

Chant and release these dudes. Finally, Turn the wheel valve to open the door. But, before you enter, go back down to COB and run to the left along the bottom until you reach CO2.

BRP20C02

Jump in the well here.















BRP20C11

I wonder what's off to the right?

BRP20C12

Whoa! Mines. Well, that's what the Shyrkull power is for. When the carnage is over, duck into the doorway and on to Zulag 13.



Zulag 13

BRP15C01

Drop down and hide in the shadow area. Then sneak behind the Slig to the next area.

BRP15C02

Don't stop sneaking until you are safely in shadow. Now wait until both Sligs have turned to leave the area and sneak to the left. If you're lucky, you'll make it to the next area without being spotted.

BRP15C03

With perfect timing, you can sneak behind the left Slig when the right Slig is turned away and before the third Slig comes from the area to the right.

BRP15C04

Once you get here, run to the right.

BRP15C05

Jump onto the ledge and double back to CO4.

BRP15C04

Pull the lever and possess the Glukkon. Have him call the Sligs. You can get two Sligs to shoot each other by calling "All a ye then "Kill em." If any Sligs remain, take them to CO1 and drop them over the edge. Have the Glukkon talk to the machine in CO2, then depossess it. Go to CO3

BRP15C03

Get the heating power from the Mudokon. Go to CO2.







BRP15C02

Heal the Mudokons and take them back to CO5 and free them. Then go through the door, Back at Hub 3, go in the final door, and be ready!

Brewery Ender

BMPOICOI
Run/roll to the right.

BMP01C10

This looks impossible. Better keep going.

BMP01C02

Read the Story Stone. Then, when you're done, you can set out on this quest. Go through the door.



BMP01C14

The boiler! So that's it, is it?
Get up there and turn the wheel, Abe. Then get ready to move. Immediately step up, jump and roll through the first cage. Then time it through the second and run

when you hit the ground before the third saw gets you. Duck through the doorway.



Operate the wheel valve in the background, then into the door to the right.



BMP01C02

Run/roll to the right. Keep going until you reach CO4.

BMP01C04

Roll off the ledge and enter the door without hesitation. You'll come out in the foreground. Head left.











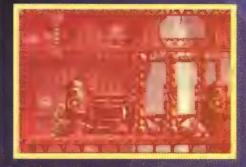


BMP01C03

Roll under the saws and disarm each bomb. Then say "Sorry" to the Mudokon and roll back under the saws.

Make the Mudokon move one step and then work.

Operate the wheel valve, then get him to follow you back to C04.



BMP01C04

Take the lin down

BMP01C05

Get the Mudokon across the lifts without losing him. When the lifts are together, run to the right. He'll run, too. Take him down with you.



BMP01C06

Operate the wheel valves and enter the doorway. Run to the left in the background.



Roll to the doorway and enter before you get blown up. Back in the foreground, run to the right.



BMP01C06

Call the Mudokon to follow you, then operate the work wheel and head back.



Roll to get the Mudokon through the saws and keep going to the left.



BMP01C08

Get the Mudokon to operate the lower wheel valve while you operate the upper. Collect the second Mudokon after telling him 'Sorry' and hightail it up the lift.



Position the two Mudolions next to the lower wheel valves, then climb to the upper one and give the work order. Immediately call "All a ya" and "Follow me." Then run to the right and jump onto the lift. If you hesitate, the saw will get thom. Ridn up.







BMP01C02

Chant to free the Mudokons and gain the Shyrkull power. Run/roll back to the left.

BMP01C10

Do it, Abe. Use the Shrykull to clear this area. Go turn the wheel valve and... You made it! Now you get to watch the fun. Or, maybe not. What happens now depends on how many Mudokons you saved. If you



saved fewer than 150, you're in deep Mudokon doo. If you saved more, but didn't get all of them - you get a special treat. And if you saved all 300 Mudokons - well, you know you're more than cool!



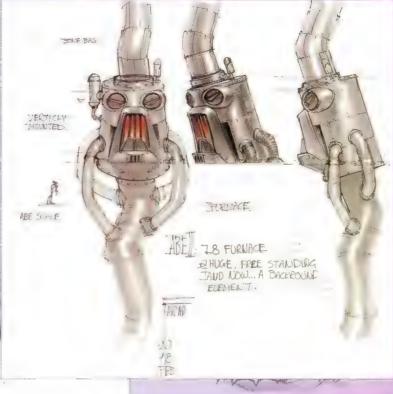


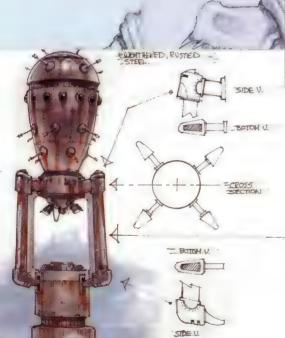






More HADS COOL HEADS COOL Ant





4-CAST CONCRETE

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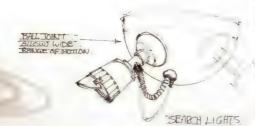
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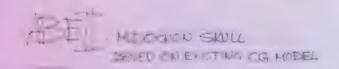


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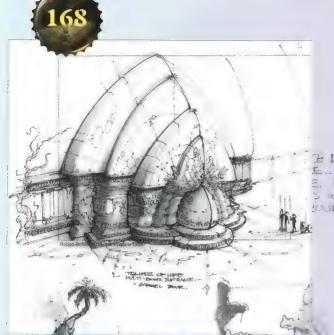


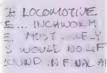
















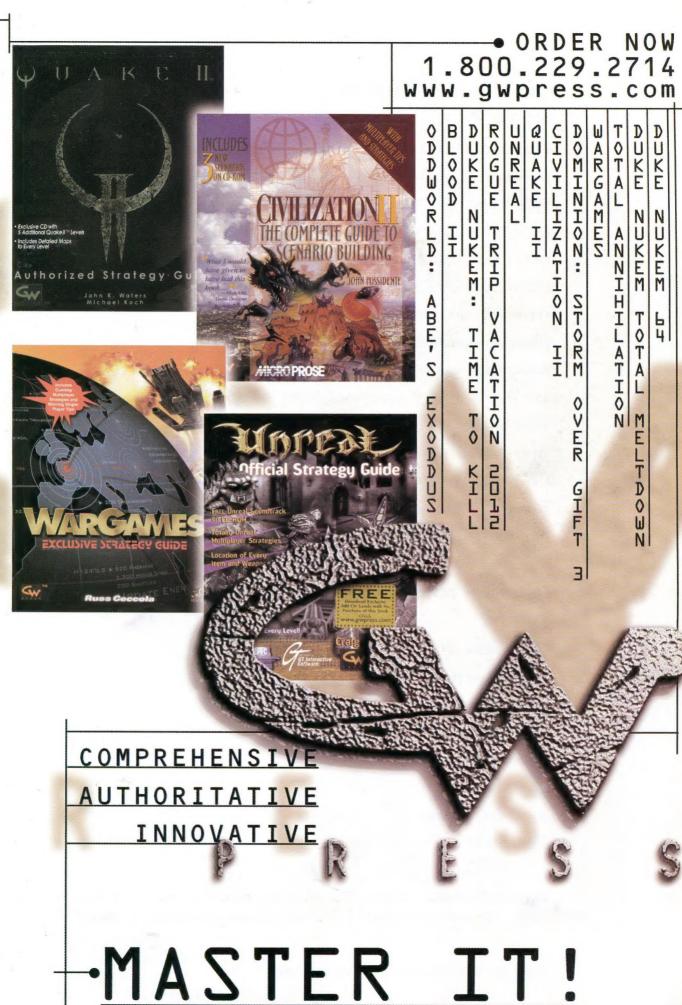
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